AUTHORISED COLLECTION

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

THE OFFICIAL STRATEGY GUIDE

CYBER PRESS PUBLISHING

PIGGYBACK INTERACTIVE

KONAMI

introduction

Metal Gear Solid is an original game developed by Konami Computer Entertainment Japan. Konami Co., Ltd. reserves all copyrights, trademarks and other industrial property rights with respect to this game.
© 1998/1999 Konami Co., Ltd. All Rights Reserved.

introduction

METAL GEAR (for the MSX) was the first game I released after joining the game industry. This is how I made my debut. It was released in 1987, and therefore it has been 11 years since I started in this field. In these 11 years, the game industry has changed tremendously. The capabilities of game consoles have also advanced dramatically. When compared to the low quality 2D graphics of the first Metal Gear, the new 3D Metal Gear (using real-time polygons throughout the game) expresses a much more detailed and intricate reality, and the amount of information itself has also multiplied by leaps and bounds. In addition, along with the evolution of hardware capabilities, I believe that I myself have made some progress through the development of ***Snatcher*** and ***Policenauts***. In that sense, I think I can say that the new ***METAL GEAR SOLID*** is a compilation of all of my experience and know-how that I have earned in my life of creating games.

A film-like or cinematic game is a concept I have been talking about since the 2D ***METAL GEAR*** days. With the emergence of 32-bit machines, it is now possible to play film-quality CG movies on a game console. At the same time, the style in which rendered CG movies are shown at the beginning and end of games is now the most common approach used in games. However, that is not the film-like approach used in ***METAL GEAR SOLID***. The real concept is to experience a movie – for that in-game playing experience to add up to form a film you actually take part in as well as view. This differs from the currently popular method of increasing the quality of demos and showing them like a film. Incorporating the essence of movies in the game with no incongruity is what ***METAL GEAR SOLID*** is all about.

The fusion of film and game is often compared to water and oil. The view is that water and oil never mix: they are of different elements and of different dimensions. As proof of such thinking, so many games out there go only as far as linking the movie and game portions. However, by using digital means, it is possible to fuse water and oil at the molecular level. This is what could be the very key or breakthrough the game media. By breaking down film elements (story, theme, direction, camera work, lighting, etc.) digitally, incorporating them in the game media, and unifying them, the fusion of film and game becomes complete. This kind of digital fusing is what we have challenged in ***METAL GEAR SOLID***. While remaining a game, ***METAL GEAR SOLID*** can also give the player the film-like experience – the illusion and excitement as if the player is part of the movie. ***METAL GEAR SOLID*** is an example of work that we hope hints at the future of digital entertainment.

It has been over four and half years since the first days of the planning stage. After one year of experimental programming, we started actual development two years ago. Moving from Western Japan to Tokyo, establishing Konami Computer Entertainment Japan (KCE Japan), putting together the staff, educating the young developers... instead of only concentrating on developing the game, we had to start from building the very basic foundation and environment before the development of the game. This made everything so difficult. There were times when we did not know what to do next. We were so close to giving up.

But now we have completed the game. The staff has worked so hard. I think it is unbelievable that they have all followed me all this way.

Finally, I would like to thank my wife and son who have affectionately supported over these past few years a husband and father who has not spent enough time with his family.

HIDEO KOJIMA, KCE JAPAN

editorial

The Metal Gear Solid Official Strategy Guide is the indispensable accessory to any gamer seeking the ultimate Metal Gear experience. This guide introduces you to every element of Metal Gear Solid. Apart from being the definitive guide to all 23 levels of the latest Metal Gear adventure, it contains almost endless information on the different parts making up the whole that is Metal Gear Solid. This allows you the player to submerge yourself in the world of this exceptional game and take advantage of all the hidden options that are available.

This strategy guide begins with an explanation of the background of the Metal Gear saga which first appeared over eleven years ago on the MSX2 computer. It describes its incredibly successful development up to the latest high quality incarnation on the PlayStation.

This guide briefs you on the details necessary to ensure the successful execution of your mission where you will be faced with all kinds of dangerous personalities and obstacles.

In preparation for this life threatening assignment, you can immerse yourself into the world of Metal Gear Solid by reading a brief synopsis of the environment and conflict you are about to enter. You should follow this with an analysis of the data and top secret information on the characters involved along with an analysis of their roles in the game. For example, it would be naive and dangerous to confront Psycho Mantis or Revolver Ocelot without having some idea of their background and abilities. The same applies to your allies. You will be in constant contact with, amongst others, Colonel Campbell and Dr. Naomi Hunter via Codec.

Solid Snake uses an array of weapons and equipment ranging from a rocket launcher to a mine detector. To keep you on your toes and prepared for combat (armed or unarmed), each item is covered in this guide by a detailed technical description which also tells you of its exact location as well as informing you of the ideal conditions under which to use it.

You will also find here a complete rubric of the best ways to fight or to avoid your enemies. The guards' artificial intelligence as well as the highly sensitive cameras are just two of the many surveillance systems confronting you.

VR Training is a must if you want to master the necessary movements for any given situation you might encounter later in the game. Our account of VR Training will make this difficult exercise accessible leaving you more prepared for the task ahead. In addition to the technical recommendations for each level of VR Training, there is a 3D map showing you the ideal trajectory necessary to complete each new challenge.

After VR Training, each level in the game is represented by a level in the Strategy Guide with at least one 3D map illustrating the items and equipment that are available and the various elements that may pose problems. As well as the basic text which will prove essential, there are screenshots to illustrate specific points as well as tips to help you achieve your goal. As for your confrontations with the different bosses in the game, there is a recommended technique guiding you through each fight, step by step. In some cases you find a supplementary technique that may prove more effective, depending on your battle preferences and on what difficulty setting you have chosen for the game. There are four difficulty settings: easy, normal, hard and extreme. There are differences between the settings, for example, the number of items available varies or the bosses are more difficult to defeat as the settings get harder. In hard and extreme settings you must progress through the game without a radar. Although this guide is applicable to all settings, when it was written we played the game on normal setting.

You will also have a possibility of collecting evidence of paranormal activity. This can be achieved by photographing ghosts with a special camera. The exact location of these spirits is detailed later on. There are also tips which, along with the Secret File, will explain how, in parallel to your progress through the game, you can watch additional scenes, obtain new items and learn how to use certain equipment in a new and more creative way.

All the elements of this guide, which we have just described, will guarantee you a gaming experience second to none.

1908 57-3105 60

TABLE OF CONTENTS

PAGE 006 METAL GEAR - an eleven year saga
PAGE 010 the white land AT THE END OF THE WORLD
PAGE 012 principal CHARACTERS
PAGE 026 INVENTORY - arms and accessories
PAGE 031 INVENTORY - overview
PAGE 032 INVENTORY - items
PAGE 038 infiltration and COMBAT TECHNIQUES
PAGE 042 VR TRAINING
PAGE 054 LEVELS

PAGE 054 — 1 - THE DOCK
PAGE 057 — 2 - THE HELIPORT
PAGE 062 — 3 - VENTILATION SHAFTS
PAGE 064 — 4 - TANK HANGAR 1
PAGE 068 — 5 - CELL B1
PAGE 072 — 6 - ARMOURY- B2
PAGE 076 — 7 - CANYON
PAGE 078 — 8 - NUKE BUILDING 1
PAGE 080 — 9 - NUKE BUILDING B1
PAGE 082 — 10 - NUKE BUILDING B2
PAGE 089 — 11 - CAVE
PAGE 091 — 12 - UNDERGROUND PASSAGE
PAGE 093 — 13 - MEDI ROOM
PAGE 096 — 14 - COMMUNICATION TOWER A
PAGE 102 — 15 - COMMUNICATION TOWER B
PAGE 106 — 16 - SNOWFIELD
PAGE 109 — 17 - BLAST FURNACE
PAGE 113 — 18 - CARGO ELEVATOR
PAGE 116 — 19 - WAREHOUSE
PAGE 118 — 20 - WAREHOUSE NORTH
PAGE 120 — 21 - UNDERGROUND BASES
PAGE 126 — 22 - SUPPLY ROUTE
PAGE 130 — 23 - ESCAPE ROUTE

PAGE 134 SECRET file
PAGE 140 the gallery of GHOSTS
PAGE 146 CREDITS

table of contents

METAL
an eleven year *for an amazing*

HIDEO KOJIMA. TO EVERY BUDDING GAMER, THIS NAME EVOKES THE CULT VIDEOGAME SERIES OF METAL GEAR. AS THE GAME'S CREATOR, HIDEO KOJIMA INSTINCTIVELY KNEW HOW TO MIX THE THREE ELEMENTS OF ACTION, ADVENTURE AND DRAMATIC STRUCTURE TO PRODUCE A NEW CONCEPT IN VIDEOGAMING. THE FIRST OF THE METAL GEAR SERIES TO APPEAR IN EUROPE WAS RELEASED ON NES OVER ELEVEN YEARS AGO.

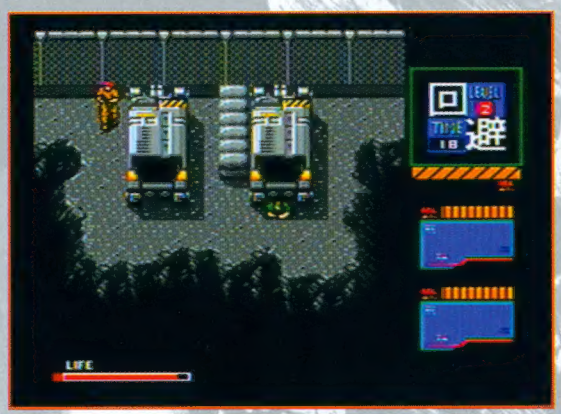
A new kind of game

The first Metal Gear to appear in Japan was in July 1987 on the MSX2, a format which was an established home computer platform in that market. With the first of the series, Mr. Kojima introduced a new element to the action game, that of espionage. At first glance, the game seemed to be a mere classic mixture of action and adventure with the added extra of an aerial view. The player assumed the role of Solid Snake and had to infiltrate a group of terrorists in an armed fortress located deep in a country called Outer Heaven. Behind this storyline and gaming technology lay a new idea in interactive entertainment. Infiltration was to mean more than simple violence, Mr. Kojima's idea was to encompass discipline, technique and patience. It is this innovative concept which he

SCREENSHOTS FROM THE FIRST METAL GEAR WHICH WAS RELEASED ON MSX 2 IN JAPAN IN 1987.

delivered in his first Metal Gear project. In this new style of game, you the player had to move closely along walls and analyse enemy activity in order to kill as discreetly as possible, all the while avoiding being spotted. Following on this idea, an enemy had to see you before the alarm could be sounded. When the alarm was raised, you found yourself with an army of soldiers pursuing you and shooting to kill. To cancel the alarm, you had to escape and wait in a safe hiding place. Suffice it to say that Metal Gear was one of the biggest titles released at the end of

GEAR, saga concept



SCREENSHOTS FROM THE FIRST METAL GEAR WHICH WAS RELEASED ON THE NINTENDO NES.

the eighties in Japan, a real hit whose fame would grow thanks to its release 6 months later on the Nintendo NES console. The Americans, as well as the Europeans, could now savour a Japanese game based on intrigue. After this huge success, Konami decided to release a second Metal Gear, Snake's Revenge, on the NES format. The development on this project was not directed by Mr. Kojima and so the standard was inferior to its predecessor. In effect, the player was presented with a simple action-adventure game, with no espionage, mystery nor drama. This title faded quickly in the minds of true Metal Gear fans. In 1990, Mr. Kojima directed the second Metal Gear project, Metal Gear 2: Solid Snake. This version was released on MSX2 and benefited from technology which was well advanced for its era.

Metal Gear 2: further development of the concept

The MSX2 at the time had only four sound channels, a limitation which the developers at Konami hastened to extend thanks to a sound cartridge with sixteen channels. The music and sound effects of Metal Gear 2 were therefore well advanced for their time. For the second of the series, Mr. Kojima's team was determined to further develop the concept that is Metal Gear. They gave the game concept more depth, resulting in a great end-product (it offered a minimum of 20 hours of gameplay for an experienced gamer).

METAL GEAR, an eleven year saga

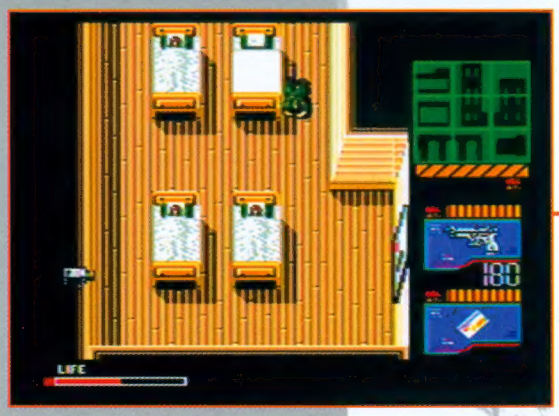
for an amazing concept

SCREENSHOTS FROM METAL GEAR 2 WHICH WAS RELEASED ON MSX 2 IN JAPAN IN 1990.

The game's designers and programmers added the alert mode and offered a greater array of items and weapons. They also developed the transmission radio, which meant that from this point on the player could manually select a channel (as a means of indulging in unofficial information...). They also added the concept of evasion. The only way for a player to access a secret entrance was by following an enemy soldier in without attacking him and without being spotted. This second series was a huge success despite the fact that it wasn't converted to any other platform and wasn't released in the United States or in Europe (since the MSX 2 was not officially released in these territories). Some fortunate owners of imported MSX2 were able to enjoy the game, somewhat enabling the legend of Metal Gear 2 to permeate the rest of the world. Although Metal Gear was an undeniable success in Japan, there was to be no release of a new series during the years to follow... In reality, the team at Konami had already pushed the available technology to its limit. Mr. Kojima could have released a new version on a 16 bit console, but he wanted to develop a real espionage game, offering the gamer a visual experience closer to reality. The MSX and the consoles at the start of the nineties were too limited for his ideas. The arrival of the PlayStation allowed him to realise his goal. He could finally develop a Metal Gear using 3D and camera angles inviting the gamer to become more emotionally involved. The result: a revolutionary product which took no less than four and a half years to develop (the project commenced in 1994). During a recent interview, Hideo Kojima announced that despite the capacity of the PlayStation, many ideas had to be abandoned, adding that he hoped to repeat the Metal Gear experience in a few years, on a new, more powerful console. Why not?

Metal Gear, the story

The year is 1995. There is a small country called Outer Heaven located about two hundred miles north of Salzburg in South Africa. Deep inside this region, a ruthless mercenary has built an armed fortress in which engineers are developing an impregnable weapon, capable of severely altering the world-wide balance of power. A group of special forces called FOXHOUND is given the task of infiltrating the fortress and a man named Gray Fox is assigned this mission, codenamed Intrude N313. A few days later, all contact with Gray Fox is lost. All that can be deciphered from his last message are the two words ...metal gear... Following this, a second operative is sent to infiltrate the fortress, his code name is Solid Snake. He succeeds in finding Gray Fox and gathers more information on Metal Gear which transpires to be an enormous battle tank armed with nuclear missiles. Pushing ahead on his mission, Solid Snake saves the creator of the Metal Gear, Doctor Petrovich Madnar, who had been forced to collaborate with the mercenaries against his will. Thanks to the doctor, Solid Snake learns of the Metal Gear's weaknesses and with this information he succeeds in destroying the feared weapon. Solid Snake then discovers that the man behind the whole Metal Gear project was none other than his superior, Big Boss, the



leader of **FOXHOUND**. A brutal fight between Solid Snake and his commander ensues. In the final scene, Solid Snake, exhausted and wounded, departs leaving a dying Big Boss behind him.

Metal Gear 2: Solid Snake

The year is 1999. Doctor Kio Marv, a brilliant researcher, creates a substance called Oilix, which is used to process crude oil resulting in phenomenal productivity. This researcher is kidnapped by a military group called Zanzibar, based somewhere in central Asia in an independent military state called Zanzibarland. With the Oilix formula now in its possession, Zanzibar declares its political and military supremacy over the whole world, establishing itself as a formidable power. Although Solid Snake had retreated to the Canadian wilderness to pursue an almost solitary existence, the recently appointed commander of **FOXHOUND** calls on him to undertake the mission. To attempt infiltrating Zanzibarland is a perilous mission, considering the possibility of confronting the Metal Gear for a second time. The latter had been copied and reconstructed from the remains of the Metal Gear in Outer Heaven. As his mission progresses, Solid Snake learns that his old **FOXHOUND** companion, Gray Fox, is in charge of the Zanzibar mercenaries. Again, Solid Snake succeeds in defeating the military group, killing Gray Fox and recovering the Oilix formula before confronting and finally killing Big Boss (who survived the Outer Heaven incident and who was yet again the brains behind Zanzibarland). After the Zanzibar mission, Solid Snake disappears into the snow fields of Alaska... and it is from here that the story of the third Metal Gear begins, on PlayStation.

THE WHITE land at

THE WEAPONS DEVELOPMENT POLICIES OF LARGER NUCLEAR ARMED STATES STEM FROM THEIR FEAR OF GLOBAL WARFARE. THE UNITED STATES IS AHEAD OF ITS CLOSEST ENEMIES IN MOST AREAS OF MILITARY TECHNOLOGY AS IT SPENDS BILLIONS OF DOLLARS EACH YEAR ON WEAPONS RESEARCH. THE LATEST US PROJECT IS THE DEVELOPMENT OF A NEXT GENERATION ARMED COMBAT VEHICLE. THE SECRET FACILITY HOUSING THIS WEAPON OF MASS DESTRUCTION IS LOCATED ON AN ISLAND OFF THE ALASKAN COASTLINE. THIS TOP SECURITY FACILITY IS NOW THE FOCUS OF A GLOBAL CRISIS. IT HAS BEEN OCCUPIED BY A GROUP OF THE MOST FEARFUL TERRORISTS WHO HAVE GIVEN THE GOVERNMENT 24 HOURS TO MEET THEIR DEMANDS; OTHERWISE THEY WILL COMMENCE THEIR OFFENSIVE.

Alaska is known for its harsh weather conditions and uneven topography. Until the advent of advanced technology, Alaska's vast territory was spared too much interference from modern man. Compared to the natives' presence, western man has only recently arrived. There are two motivating factors for this. Firstly, the recent discovery of oil in the Swanson River and the Kenai Penninsula has attracted many refining companies to the State. Secondly, the U.S. Government has come to recognise the advantage of adverse weather conditions and hostile terrain in this immense landscape: to establish top secret military bases.

A top security facility

Shadow Moses Island, located in Alaska's Fox Archipelago, houses one of the most secret military bases. Presented primarily as a nuclear weapons disposal facility, the latest Next Generation technology weaponry is also tested here. As with all top-secret military bases, the Shadow Moses Island base is highly protected in order to stop all forms of intrusion. The scientists and the technicians working inside this facility therefore pursue their research under ideal security conditions. Since the island acts as a natural fortress, their work is understood to be protected from amphibious infiltration.

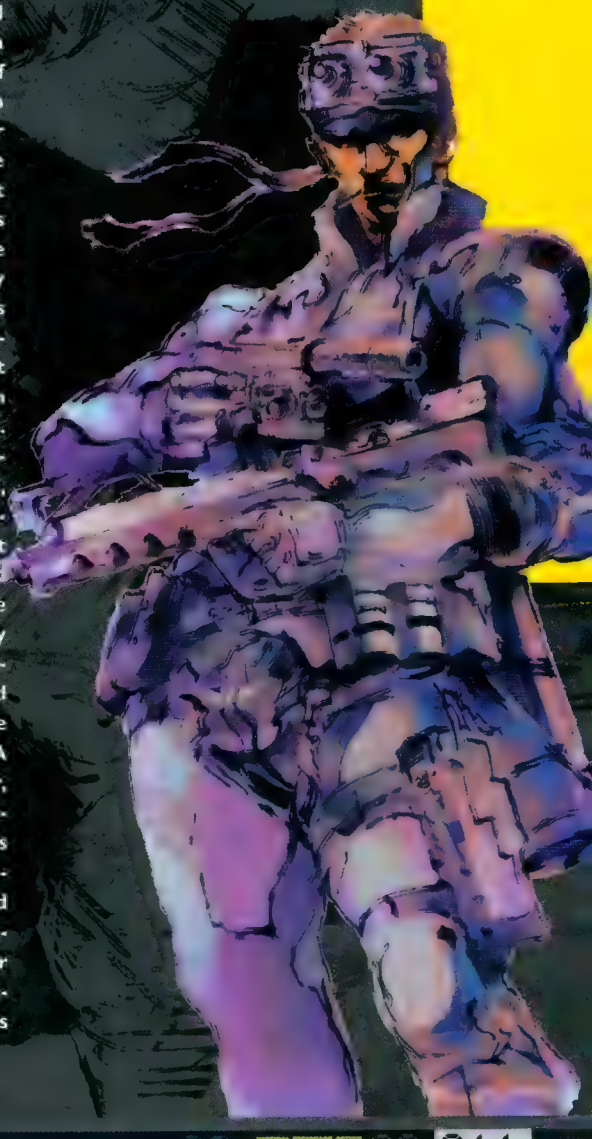
The Pentagon's black project

The Metal Gear is the priority project currently attracting the most attention from the personnel on the base. It is a combat robot developed in conjunction with ArmsTech Inc.. It is seen as the future in nuclear confrontation. Code-named Metal Gear Rex, it is currently the only machine capable of launching a long-range nuclear missile, which flies at low altitude. At this stage, three launch tests have taken place to examine the full potential of the Metal Gear Rex. A fourth test is imperative and must take place before this machine can be sent into the battlefield. The Metal Gear Rex is considered the most top-secret project currently being carried out by the military. It is for this reason that if any information concerning the Metal Gear were to be leaked, the government would deny any knowledge of it.

Next Generation Special Forces present at the nuclear weapons disposal facility

Several squads of Genome soldiers under the leadership of members of FOXHOUND were sent to the Shadow Moses Island to participate in the Metal Gear tests. The majority of Genome soldiers are inexperienced, having only had virtual reality training in Fort Knox. Nevertheless, they have been subject to Gene Therapy whereby superior fighting genes have been inserted into their cells. These Next Generation Soldiers are the result of genetic manipulation aimed at creating the perfect soldier. This genetic enhancement guarantees them an added advantage, even when confronting better trained adversaries.

the end of the world



The elite unit FOXHOUND betrays its mission

Despite the high level of security, the facility has been taken over by a group of terrorists. Infiltration was not difficult since the terrorists now controlling the base were already there. The elite members of FOXHOUND sent to train and observe their troops during the tests of the Metal Gear are in fact behind this revolutionary act. Ironically FOXHOUND is a special operations unit established by the United Nations in order to eliminate international terrorist threats. The effectivness of this group cannot be questioned. The genius behind the terrorist operation is none other than Liquid Snake, the combat leader of FOXHOUND. He is supported by five of the best elements of FOXHOUND: Psycho Mantis, Sniper Wolf, Decoy Octopus, Vulcan Raven and Revolver Ocelot. Each of Liquid Snake's lieutenants has special physical or psychic talents, which makes them more dangerous than any accomplished soldier. Their talents range from ESP mind control to disguise to gun-fighting. For example Psycho Mantis's special mind-reading powers have induced the genome soldiers to mutiny and to support the terrorists. The most dangerous of the renegades is Liquid Snake. He is notorious for successfully carrying out his missions, employing whatever means necessary in order to do so. His ultimatum to the U.S. government is as follows: if within the following 24 hours the remains of Big Boss are not returned to him, he will launch an armed nuclear weapon.

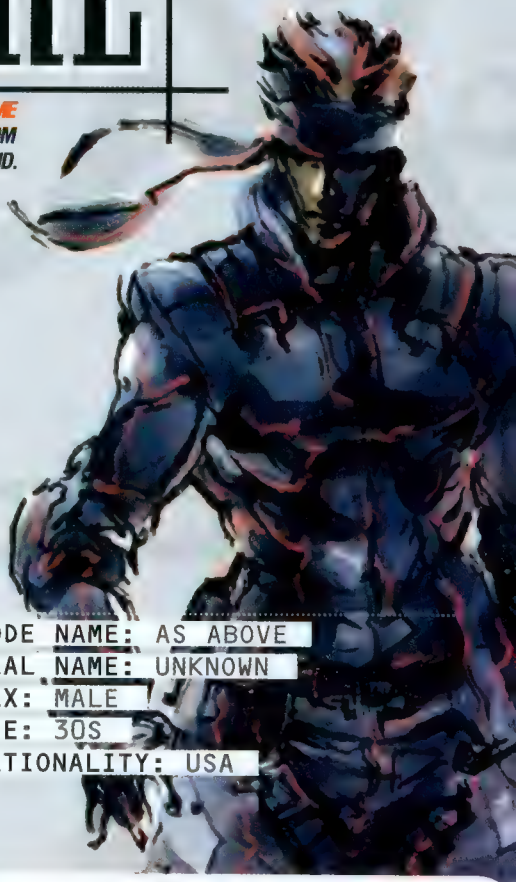
Solid Snake, our last hope

Reacting to this unprecedented situation, the Pentagon has put its military on red alert. The army, the navy, the air force and the marines are all standing by to attack Shadow Moses Island. Given the calibre of the terrorists, their track record and proven ruthlessness, Jim Houseman, the Secretary of Defence, chooses to opt for an alternative solution. Rather than go for an all out strike, he has decided to send one agent to infiltrate the Shadow Moses Island facility. Exercising the power bestowed upon him by his office, Jim Houseman asks Roy Campbell, the Ex-commander of FOXHOUND, to contact the most respected veteran of FOXHOUND, Solid Snake. Solid Snake, now having withdrawn from the military world, is an expert at infiltration techniques. It is for this reason that his reputation precedes him and that he is known to make the impossible happen. Roy Campbell has a long and trusting relationship with Solid Snake and manages to pursuade him to accept the mission. A living legend to any soldier, Solid Snake's name attracts respect from his allies and instils fear in the hearts of his enemies. In an effort to stop Liquid Snake and his group of terrorists, he will act alone, under extreme conditions, facing obstacles and adversaries he has never before encountered.

SOLID SNAKE

ROLE IN THE GAME

COLONEL ROY CAMPBELL HAS ONCE AGAIN CALLED SOLID SNAKE BACK FROM HIS SOLITARY LIFE. THIS TIME TO INFILTRATE SHADOW MOSES ISLAND.



CODE NAME: AS ABOVE
REAL NAME: UNKNOWN
SEX: MALE
AGE: 30S
NATIONALITY: USA

ADDITIONAL INFORMATION

A HIGHLY TRAINED, ELITE SOLDIER WITH A PERSONAL PREFERENCE FOR PARACHUTING, S.C.U.B.A. DIVING, FREE CLIMBING, RAPPELLING, SMALL AND MEDIUM RANGE HANDGUNS, VARIOUS HAND TO HAND COMBAT TECHNIQUES.

IN BRIEF

WITH AN IQ OF 180, SOLID SNAKE IS AN EX-FOXHOUND OPERATIVE. HE SPEAKS 6 LANGUAGES FLUENTLY AND HIS REPUTATION IS LEGENDARY FOLLOWING HIS OUTSTANDING PERFORMANCE IN THE OUTER HEAVEN CRISIS (1995) AND THE ZANZIBAR RIOT (1999).

HISTORICAL BACKGROUND

"THE MAN THAT MAKES THE IMPOSSIBLE HAPPEN", HE CAN PENETRATE ANY TARGET UNDER ANY CONDITIONS. SOLID SNAKE IS THE MAN WHO MADE THE ORIGINAL FOXHOUND ORGANISATION INTERNATIONALLY RECOGNISED FOLLOWING ITS SUCCESS IN THE OUTER HEAVEN CRISIS. NOT LONG AFTERWARDS, HE VOLUNTARILY LEFT THE GROUP. HE WAS THEN RECRUITED BY THE CENTRAL INTELLIGENCE AGENCY AS A NON-OFFICIAL COVERT OPERATIVE. HIS HONEYMOON WITH THE CIA DID NOT LAST LONG. THERE WAS A CONFLICT IN PHILOSOPHIES AND SOLID SNAKE ULTIMATELY FOUND HIMSELF FIGHTING THE SYSTEM THAT IS THE CIA. AFTER THIS BRIEF MOVE, SOLID SNAKE SPENT SOME YEARS AS A MERCENARY BEFORE LEAVING FOR THE DEEP WILDERNESS OF THE CANADIAN MOUNTAINS FOR SELF-REHABILITATION. IT WAS THERE THAT HE WAS CONTACTED BY HIS FORMER COMMANDER, ROY CAMPBELL AND BROUGHT IN TO ASSIST IN THE ZANZIBAR RIOT. DURING THIS MISSION, SOLID SNAKE INFILTRATED AND BROUGHT DOWN THE MILITARY STATE OF ZANZIBAR. WITH HIS MISSION COMPLETE, SOLID SNAKE RETURNED TO HIS SOLITARY LIFE MOVING TO THE TWIN LAKES AREA IN THE ALASKAN MOUNTAINS.

ANECDOTES

HE PURSUES A FRUGAL LIFESTYLE IN THE ALASKAN MOUNTAINS, AN ELEMENTARY EXISTENCE LIVING OFF THE LOCAL FLORA AND FAUNA (HAVING DEVELOPED A WEAKNESS FOR BLUEBERRIES AND SALMONBERRIES) AND THE WILD ANIMALS HE HUNTS. BLENDING IN TO HIS ENVIRONMENT, HE HAS BECOME AT ONE WITH HIS SURROUNDINGS MASTERING THE ROUGH CONDITIONS OF THE GREAT OUTDOORS. SOLID SNAKE HAS BEEN SUFFERING FROM POST-TRAUMATIC STRESS DISORDER (PTSD) FOLLOWING HIS MILITARY CAREER. ABNORMAL EXPERIENCES AND EXTREME TRAUMA IN THE BATTLEFIELD HAVE BROUGHT ABOUT ILLUSIONS AS WELL AS GUILT, CAUSING MENTAL CONFUSION. HIS NEW LIFESTYLE IS A SEARCH FOR SOME KIND OF INNER PEACE, AN ATTEMPT TO FORGET ABOUT PAST EVENTS. SOLID SNAKE ALSO PARTAKES IN DOG SLEIGH RACING TO DISTRACT FROM HIS PSYCHOLOGICAL CONDITION. HE HAS BEEN PREPARING FOR THE WORLD'S LONGEST AND TOUGHEST DOG SLEIGH RACE TAKING PLACE AT IDITAROD.

Classified Information
Top Secret

Solid Snake's name is David (Dave). He was born in the 1970s and inherited his soldier genes from his father, Big Boss. He was conceived through the 20th century analogue cloning technology and Super Baby Procedure. The zygote was divided into 4 clone embryos, one of which was his twin brother Liquid Snake. After being returned to the uterus, two embryos were discarded to enhance the growth process and development of the remaining two – thus, the so-called Super Baby Procedure. Solid Snake inherited the dominant genes of the 4 embryos and Liquid Snake the recessive genes, creating two opposing forces. Solid Snake is perceived as "the solid of light" and Liquid Snake is considered "the liquid of darkness". They have completely opposite traits and characteristics -- not unlike matter and anti-matter. Upon their births, the US government took custody of Solid Snake, whilst Liquid Snake was handed over to the British authorities. Under strict surveillance, Solid Snake was raised outside the context of a military environment and was the adopted child of a wealthy family. His first mission was as a Green Beret in the Gulf War with the task of destroying the mobile launchers of SCUD missiles. Ironically, Liquid Snake took part in the same mission as a member of the elite British SAS.

ROY CAMPBELL

REAL NAME: AS ABOVE
SEX: MALE
AGE: 60S
NATIONALITY: USA

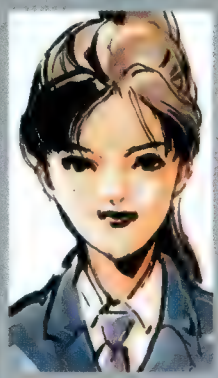
HISTORICAL BACKGROUND

BEFORE BEING ASSIGNED COMMANDER OF THE ORIGINAL **FOXHOUND** FOLLOWING THE DEPARTURE OF **BIG BOSS**, HE SERVED IN THE **US MARINE CORPS, GREEN BERET AND DELTA FORCE.** IN **FOXHOUND,** HE WAS ASSIGNED EXECUTIVE OFFICER OF THE UNIT FOLLOWING HIS EXPERIENCE AND STRATEGIC PLANNING CAPABILITIES.

ROLE IN THE GAME

RETIRED FROM THE ARMED FORCES, COLONEL CAMPBELL HAS BEEN CALLED IN ON THIS CRISIS, AS HE KNOWS HOW TO CONTACT AND WORK WITH SOLID SNAKE. HE ACCEPTS THE POSITION OF OPERATIONS COMMANDER TO COUNTER THE TERRORIST ATTACK. HIS PRIMARY MOTIVATION IN COMING OUT OF RETIREMENT IS TO PROTECT HIS NIECE MERYL, AS HE LEARNS OF HER INVOLVEMENT IN THE MISSION. CAMPBELL SUCCEEDS IN CONTACTING SOLID SNAKE AND IN PERSUADING HIM TO ACCEPT THIS DANGEROUS ASSIGNMENT. OPERATIONS COMMANDER CAMPBELL MAINTAINS COMMUNICATION WITH SOLID SNAKE FROM THE NUCLEAR SUBMARINE OHIO.

MEI LING



ROLE IN THE GAME

INVENTOR OF THE CODEC COMMUNICATION AND RADAR EQUIPMENT USED BY SOLID SNAKE, SHE IS RESPONSIBLE FOR THE COMMUNICATION DATA PROCESSING IN THIS OPERATION. SHE SAVES ALL DATA IN THIS MISSION INCLUDING SOLID SNAKE'S INFILTRATION RECORDS VIA SATELLITE.

REAL NAME: AS ABOVE
SEX: FEMALE
AGE: TEENS
NATIONALITY: CHINESE (KWANGTUNG)

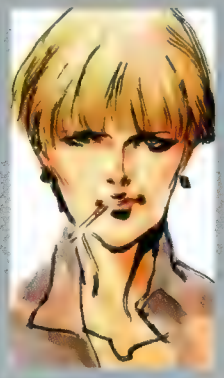
HISTORICAL BACKGROUND

A CHINESE (KWANGTUNG) NATIONAL, MEI LING WAS RAISED IN SAN FRANCISCO'S CHINATOWN. SHE WAS AN EMINENT PUPIL AT SCHOOL BUT SUFFERED FROM AN EXTREME INFERIORITY COMPLEX DUE TO VERY POOR VISION. SHE WENT ON TO PARTICIPATE IN THE **ROTC** PROGRAM AT **MIT.** HERE SHE HELPED TO DEVELOP A SATELLITE CODIFYING COMMUNICATION SYSTEM, ANTI-WIRING CODING, DIGITAL REAL TIME BURST COMMUNICATION AND SONAR-UTILISING RADAR. THE BRILLIANCE OF THESE DEVICES IMMEDIATELY ATTRACTED THE ATTENTION OF THE MILITARY AND MEI LING WAS RECRUITED BY THE ARMED FORCES TO DEVELOP IMAGE AND DATA PROCESSING TECHNIQUES. SHE NOW WORKS AT **NOR** IN FORT MEAD IN SATELLITE IMAGE PROCESSING AND COMMUNICATIONS ESPIONAGE.

DEFINITION OF THE CODEC

THE CODEC TAKES COMMUNICATION SIGNALS (10S OF SECONDS) AND INSTANTANEOUSLY CODIFIES, COMPRESSES AND TRANSMITS THEM IN A BURST (1 MICROSECOND). THESE SIGNALS ARE THEN SIMULTANEOUSLY RECEIVED IN REAL TIME, UNSCRAMBLED AND DECODED. IN CONTRAST TO THE CONVENTIONAL ANTI-WIRING FREQUENCY SCRAMBLER, THE CODEC ENSURES UNDETECTED COMMUNICATION.

NASTASHA ROMANENKO



REAL NAME: AS ABOVE
SEX: FEMALE
AGE: 30S
NATIONALITY: UKRAINIAN

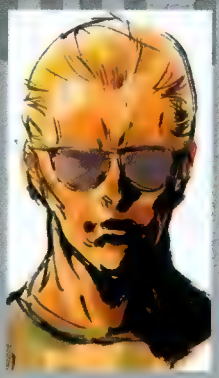
ROLE IN THE GAME

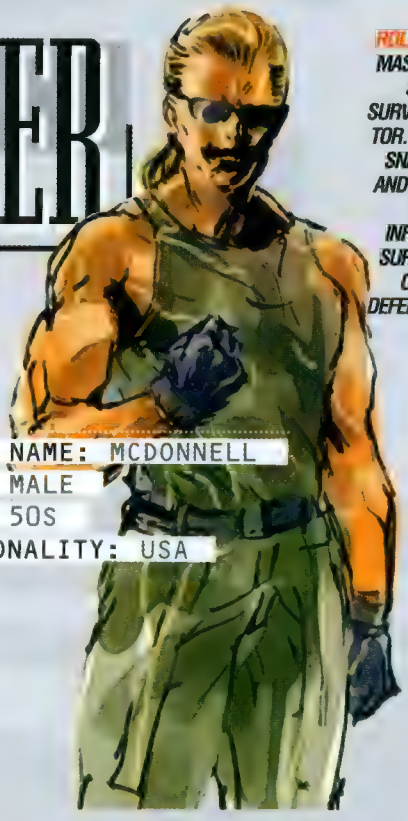
IN THIS MISSION NASTASHA ROMANENKO ACTS AS COUNSELLOR OF NEST (NUCLEAR ENERGY SURVEY TEAM). SHE PROVIDES EXPLANATIONS AND INDISPENSABLE INFORMATION ON THE NUCLEAR WEAPONS LOCATED AT SHADOW MOSES ISLAND. SHE ALSO GIVES INFORMATION ON THE HANDLING AND CAPABILITIES OF HI-TECH WEAPONS.

HISTORICAL BACKGROUND

BORN IN UKRAINE IN THE 1970S, NASTASHA ROMANENKO EXPERIENCED A DEVASTATING INCIDENT ON APRIL 26TH, 1986. BOTH SHE AND HER FAMILY WERE SHOWERED BY THE RADIATION FALL-OUT FROM THE CHERNOBYL NUCLEAR POWER PLANT. SHE LOST HER PARENTS IN THE DISASTER AND MOVED TO THE US AT THE AGE OF TEN. SHE SERVED IN THE DIA (DEFENSE INTELLIGENCE AGENCY) AND THEN IN THE NSA (NATIONAL SECURITY AGENCY) AND WAS ASSOCIATED WITH A NUMBER OF TOP SECURITY MATTERS RELATING TO NUCLEAR POWER AND NUCLEAR WEAPONS. SHE IS AGAINST THE NUCLEAR DETERRENCE THEORY AND SHE OPPOSES STRATEGIC ARMS REDUCTION PROPOSALS SUCH AS SALT AND START. HER CAUSE IS THE TOTAL ABOLITION OF NUCLEAR ENERGY.

MASTER MILLER





REAL NAME: MCDONNELL
SEX: MALE
AGE: 50S
NATIONALITY: USA

ROLE IN THE GAME

MASTER MILLER IS SOLID SNAKE'S SURVIVAL INSTRUCTOR. HE CONTACTS SNAKE VIA CODEC AND KEEPS HIM UP TO DATE WITH INFORMATION ON SURVIVAL AND ON OFFENSIVE AND DEFENSIVE TACTICS.

HISTORICAL BACKGROUND

MCDONNELL BENEDICT MILLER WAS BORN AND RAISED IN OHIO. HIS CLASSICAL AMERICAN SCHOOLING WAS LIMITED AND HE SPENT MOST OF HIS YOUTH OUTDOORS UNDERGOING A LESS CONVENTIONAL EDUCATION WITH HIS FATHER. ALTHOUGH A THIRD GENERATION AJA (AMERICAN OF JAPANESE ANCESTRY) HIS FAMILY MAINTAINED THE RESPECT AND DISCIPLINE OF THEIR SAMURAI ANCESTRY. HE JOINED THE US MARINE CORPS AND SERVED AS A GREEN BERET. HIS RESPECT FOR MILITARY CODE GAINED HIM GREAT ESTEEM WITHIN THE MILITARY AND HE WAS THE FIRST RAISED AMERICAN SENT TO SERVE WITH THE SAS (WHERE HE FIRST CAME INTO CONTACT WITH LIQUID SNAKE). HE LATER BECAME A MEMBER OF FOXHOUND WITH RESPONSIBILITY FOR SURVIVAL TRAINING. THE SOLDIERS HE TRAINED RESPECTED HIM AND THEY REFERRED TO HIM AS "MASTER MILLER".

DOCTOR

NAOMI HUNTER

ADDITIONAL INFORMATION

NAOMI HUNTER IS THE MEDICAL CHIEF OF COLONEL CAMPBELL'S TEAM PROVIDING SUPPORT FOR SOLID SNAKE. A BEAUTIFUL BROWN-SKINNED WOMAN OF MIXED JAPANESE AND INDIAN ORIGIN, SHE IS RESPONSIBLE FOR GENETIC ENGINEERING AND GENETIC THERAPY. SHE IS AFFECTIONATELY CALLED "DOCTOR NAOMI" RATHER THAN "DOCTOR HUNTER" BY HER STAFF.

HISTORICAL BACKGROUND

AFTER GRADUATING FROM COLLEGE, NAOMI HUNTER WORKED FOR THE TOKYO POLICE SCIENCE LAB (TPSL) AS A DNA TESTER. SHE BECAME DISENCHANTED BY BOTH THE LACK OF PRECISION IN DNA TESTING AS WELL AS BY THE WEAKNESS OF THE TPSL ORGANISATION. SHE MOVED TO THE US AND JOINED THE COMMERCIAL WORLD WORKING FOR THE BIOTECH BUSINESS GIANT ADVANCED TECHNICAL GENETIC CORPORATION ATGC IN BIOTECH BAY, CALIFORNIA. SHE DISCOVERED A MEANS OF USING A GENE (A SPREADING AGENT) AS A VECTOR WITHOUT VIRUSES OR RIBOSOME ENHANCEMENT AGENTS. HER WORK WAS QUICKLY ACKNOWLEDGED AND SHE WAS RECRUITED TO THE MEDICAL STAFF OF FOXHOUND.

THE BUDGET OF THE NIH (NATIONAL INSTITUTE OF HEALTH) WAS REDUCED. AS GENE THERAPY WAS A PRIORITY AREA THE NIH APPROACHED ATGC TO ENTER INTO CO-OPERATIVE RESEARCH. MILITARY APPLICATIONS WERE DISCOVERED FOR THE WORK OF FORMER EMPLOYEE NAOMI HUNTER. THE COMBINED ATGC – NIH RESEARCH WAS REDIRECTED TO FOXHOUND UNDER THE DIRECTION OF THE PENTAGON. THIS LED TO THE GENOME ARMY PROJECT.

REAL NAME: AS ABOVE
SEX: FEMALE
AGE: 20S
NATIONALITY: INDIAN

ROLE IN THE GAME

DOCTOR NAOMI IS RESPONSIBLE FOR THE UPGRADE AND MAINTENANCE OF FOXHOUND MEMBERS. SHE INTEGRATES NEWLY DISCOVERED COMBATANT GENES TO ALL MEMBERS AND CONDUCTS ADDITIONAL PROGRAMME ENHANCEMENT. SHE ALSO PROVIDES EXPERT INFORMATION ON GENOME GUARDS AND ON ANY OTHER ENEMY THAT MAY HAVE RECEIVED GENETIC TREATMENT. SOLID SNAKE THEREFORE HAS ACCESS TO DATA ON THE CHARACTERISTICS OF ENEMIES, ON HOW TO DEFEAT THEM, ON THEIR BEHAVIOUR PATTERNS AND THEIR PERSONALITIES. SHE HAS CONDUCTED GENE THERAPY ON HER OWN GENES GOVERNING HER SEXUALITY, SUPPRESSING HER ATTRACTION TO THE MALE SEX. SOLID SNAKE BECOMES THE EXCEPTION TO HER OWN RULE.

MERYL SILVERBURGH

ROLE IN THE GAME

MERYL IS A NEW RECRUIT OF FOXHOUND AND WAS ASSIGNED TO SHADOW MOSES ISLAND ON THE VERY DAY OF THE TERRORIST ATTACK. SHE IS INESCAPABLY DRAGGED INTO THIS INCIDENT. SHE PROVES A VALUABLE AND CAPABLE ALLY TO SOLID SNAKE, BOTH IN PERSON AND VIA CODEC.

ADDITIONAL INFORMATION

HER PREFERRED WEAPON IS A DESERT EAGLE PISTOL. GOOD HAND TO HAND COMBAT SKILLS.

IN BRIEF

MERYL IS OPERATION COMMANDER CAMPBELL'S NIECE. ALTHOUGH SHE HAS AN EXCELLENT MILITARY TRAINING SHE HAS NO DIRECT EXPERIENCE ON THE BATTLEFIELD.

HISTORICAL BACKGROUND

MERYL WAS BORN INTO A FAMILY OF MILITARY TRADITION AND HAS TRAINED HERSELF TO BE A SOLDIER FOR AS LONG AS SHE CAN REMEMBER. SHE NEVER ONCE QUESTIONED HER AMBITION AND HAS PURSUED IT RIGOROUSLY. ALTHOUGH A GENETICALLY SUPERIOR AND CAPABLE COMBATANT, SHE HAS ONLY FOUGHT IN A SIMULATOR ENVIRONMENT. SHE HANDLES A DESERT EAGLE PISTOL WITH ONLY ONE HAND, NO EASY PHYSICAL ACHIEVEMENT FOR A WOMAN.

REAL NAME: AS ABOVE
SEX: FEMALE
AGE: TEENS
NATIONALITY: USA

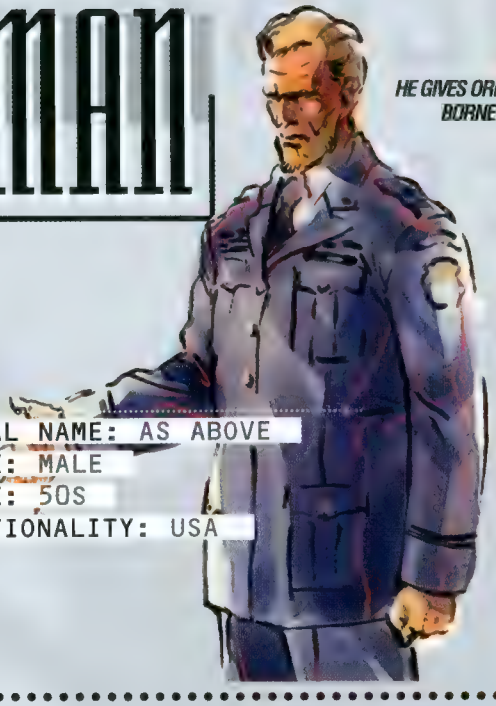
Classified Information
Top Secret

Meryl Silverburgh underwent genetic engineering treatments. She was genetically enhanced to be a superior combatant. In addition, Meryl underwent psychotherapy so that she could not have any emotional dependence on others. This was an experiment in limiting the emotional potential of an individual soldier, thus keeping him or her focused on a defined area. Her contact with Solid Snake and her exposure to fighting in Alaska appear to effect her and her set of values. Mission headquarters have identified some emotion in her behaviour, possibly compromising or even risking her position.

JIM HOUSEMAN

HISTORICAL BACKGROUND

JIM HOUSEMAN IS THE SECRETARY OF DEFENCE AND CONTROLS THE WHOLE OF THE ANTI-TERRORIST OPERATION FROM AWACS (AIRBORNE WARNING AND CONTROL SYSTEM). HE SPENT 30 YEARS IN ACTIVE SERVICE INCLUDING FRONT LINE EXPERIENCE IN VIETNAM. IN GENERAL HIS MILITARY CAREER HAS COINCIDED WITH THE PERIOD WHEN THE US ENJOYED STRONG MILITARY LEADERSHIP ACROSS THE WORLD. HE SEES HIMSELF AS A PATRIOT AND IS AN ADVOCATE OF PAX ATOMICA, THE BELIEF IN NUCLEAR DETERRENCE.



ROLE IN THE GAME

HE GIVES ORDERS FROM HIS AIRBORNE COMMAND CENTRE.

REAL NAME: AS ABOVE
SEX: MALE
AGE: 50S
NATIONALITY: USA

DONALD ANDERSON

HISTORICAL BACKGROUND

DONALD ANDERSON WORKED AS AN ANALYST IN THE CIA FOR MORE THAN 10 YEARS AND WAS AWARDED THE MOST HONOURABLE INTELLIGENCE STAR BADGE. WHILST AT THE CIA HE DEVELOPED GREAT EXPERTISE IN INTERNATIONAL POLITICS AND MILITARY STRATEGY AND WAS AN ADVOCATE OF THE NUCLEAR RETALIATION THEORY. FOLLOWING THE END OF THE COLD WAR, HE WAS ASSIGNED CHIEF OF DARPA, THE DEFENCE ADVANCED RESEARCH PROJECTS AGENCY.

REAL NAME: AS ABOVE
SEX: MALE
AGE: 50S
NATIONALITY: USA

ROLE IN THE GAME

AS HEAD OF DARPA, DONALD ANDERSON HAS THE PAL CODES TO DISARM THE DETONATION DEVICE OF THE NUCLEAR WARHEADS ON SHADOW MOSES ISLAND.

Classified Information
Top Secret

He has a close professional relationship with Kenneth Baker, president of ArmsTech Inc. Kenneth Baker and Donald Anderson were secretly collaborating on the Metal Gear development project, which may explain their presence at the base.

OTACON

REAL NAME: HAL EMMERICH
SEX: MALE
AGE: 30S
NATIONALITY: USA

ROLE IN THE GAME

OTACON IS CAUGHT IN A PERSONAL STRUGGLE WHERE HIS INTERESTS AS A SCIENTIST CONFLICT WITH THE IDEA THAT HIS TECHNOLOGIES ARE USED AS WEAPONS. HE IS PERSUADED BY HIS NATURE TO CO-OPERATE WITH SOLID SNAKE INFORMING HIM ON BASE FACILITIES AND ON THE METAL GEAR. HIS NEW PERSUASION IS CONFIRMED WHEN HE RESCUES SOLID SNAKE.

HISTORICAL BACKGROUND

HAL EMMERICH IS A WHITE AMERICAN WITH A FRIENDLY NATURE. HE HAS A PASSION FOR JAPANIMATION (JAPANESE ANIMATION). HIS NICKNAME "OTACON" COMES FROM THE "OTAKU CONVENTION", WHICH IS A US TRADE SHOW OF JAPANESE ANIMATION WHICH HE NEVER MISSES. HE DID NOT ATTEND SCHOOL BUT STUDIED THROUGH THE INTERNET AND MATRICULATED IN MIT. HE EARNED HIS PHD FROM PRINCETON UNIVERSITY WHILST SIMULTANEOUSLY DEVELOPING A PROGRAM TO SOLVE THE MILLENNIUM BUG (THE YEAR 2000 DIGIT CHANGING PROBLEM IN COMPUTERS). THIS EARNED HIM MUCH ATTENTION AS THE SAVIOUR OF THE COMPUTER WORLD, ALTHOUGH HE EARNED NO MONEY FROM HIS RESEARCH.

WHILST AT COLLEGE HE DEVELOPED HIS PASSION FOR ROBOTICS AND INVENTED A RADIO CONTROLED DRONE, WHICH HE CALLED METAL GEAR MK2. HE WAS RECRUITED BY THE FBI TO THE ENGINEERING RESEARCH FACILITY (ERF) AND WAS FIRED FOR HACKING INTO RESTRICTED AREAS OF THE FBI BRAIN-CENTRE. HE WAS THEN OFFERED A JOB AT ARMSTECH INC. WHERE HE FURTHERED DEVELOPMENT OF METAL GEAR AS AN MTMD (MOBILE THEATRE MISSILE DEFENCE). HE WAS NOT AWARE OF THE RAIL GUN UNIT NOR OF THE NEW NUCLEAR WARHEAD PLANNED FOR METAL GEAR.

KENNETH BAKER

ROLE IN THE GAME

KENNETH BAKER IS IMPRISONED DURING THE GAME. HIS ONLY ACTIVE INVOLVEMENT IS TO GIVE SOLID SNAKE THE OPTICAL DATA DISK.

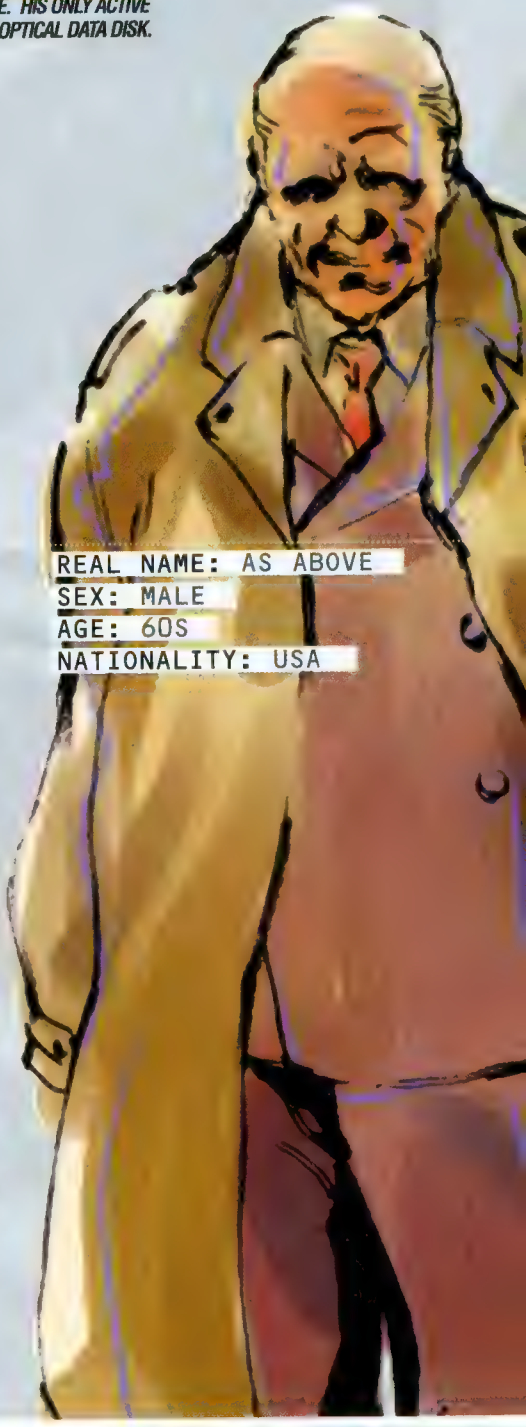
HISTORICAL BACKGROUND

As president of ArmsTech Inc., Kenneth Baker held the number 2 position in the military industry. ArmsTech Inc. is the primary supplier of advanced weapons and military technology and was the leading supplier in the SDI project and invested billions of US Dollars in the development of mass destruction satellite weapons. The company suffered a major loss due to the termination of the project. Following the Cold War and the ensuing military budget cutbacks ArmsTech Inc. became concerned about revenue decreases. As a result ArmsTech Inc. invested heavily in stealth technologies, a sector traditionally dominated by Lockheed. A further loss was incurred when ArmsTech Inc., despite superior technology, lost the bidding for the next generation fighter plane F22 (ATF). In an attempt to maintain some lead in military technology, ArmsTech Inc. secretly proceeded with the development of Metal Gear. The project was in collaboration with the DARPA chief.

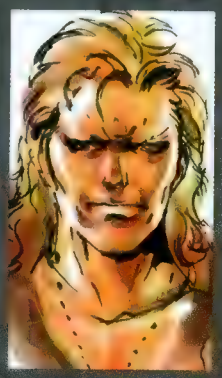
DEFINITION OF METAL GEAR

Strategically long distance low altitude nuclear attacks are made possible by using Metal Gear, which is a mobile nuclear weapons launching device. Its main selling point was its ability to launch a variety of nuclear warheads toward anywhere on earth from any location. It had the ability to move independently instead of using a standard nuclear launch module. It was equipped with new technology enabling it to launch a nuclear weapon with no external support. Since Metal Gear could operate from regions which were up to that point not on the world's nuclear strategy map, it was a weapon that destroyed the sensitive balance of nuclear deterrence and represented an enormous threat to the entire world.

ArmsTech Inc.'s advanced R&D laboratories have a wealth of experience in SDI technologies as well as conventional nuclear warhead development and as such have invested heavily in the Rex Project (Metal Gear). The objective has been to develop new casing alloys for an enhanced generation of nuclear weapons. In an economic environment defined by budget cuts and cuts in nuclear arsenals, ArmsTech Inc. sees its only hope in developing a new arms market whilst salvaging materials from previous military technologies. The future of the arms industry lies in nuclear military fragmentation, supplying a multitude of smaller states with a new generation of inexpensive and lightweight, highly mobile nuclear weapons. Recycling plutonium from the more than abundant nuclear weapons being dismantled reduces the cost of these new weapons, which in turn increases demand creating a larger, international market. ArmsTech Inc.'s new alloy casing provides the lightweight solution.



LIQUID SNAKE



LIQUID SNAKE

ROLE IN THE GAME

LIQUID SNAKE IS THE MASTER-MIND BEHIND THE TERRORIST ATTACK. HIS DEMAND IS TO HAVE ACCESS TO THE REMAINS OF THE CORPSE OF BIG BOSS, WHICH HAS BEEN STORED BY THE US GOVERNMENT SINCE HIS DEATH AT THE ZANZIBAR RIOT IN 1999.

HISTORICAL BACKGROUND

THE TWIN BROTHER OF SOLID SNAKE WITH AN IDENTICAL APPEARANCE AND EQUIVALENT IQ OF 180. HE IS FLUENT IN 7 LANGUAGES INCLUDING ENGLISH, SPANISH, FRENCH, MALAY AND ARABIC. HE DOES NOT SERVE IN AN OFFICIAL MILITARY BUT OFFERS HIS SERVICES TO THE UNDERWORLD AS A MERCENARY AND ASSASSIN. HAVING BEEN RAISED BY THE BRITISH SAS, HIS COMBAT SKILLS WERE FIRST UTILISED WHEN HE WAS PUT INTO REAL BATTLE IN HIS EARLY TEENS. IN HIS LATE TEENS HE WAS PART OF THE DESERT FOX ELITE STRIKE FORCE SENT IN TO DESTROY THE MOBILE LAUNCHERS OF SCUD MISSILES IN THE GULF WAR. HE WAS CAPTURED AND IMPRISONED IN A POW CAMP IN IRAQ. HE HAS A GREAT ABILITY TO WITHSTAND EXTREME COLD AND HEAT DUE TO HIS EXPERIENCE IN THE ARAB NATIONS AND MIDDLE EASTERN DESERTS. FOLLOWING THE ZANZIBAR RIOT (AFTER SOLID SNAKE'S DEPARTURE) LIQUID SNAKE JOINED FOXHOUND AND THANKS TO HIS SPLENDID FIGHTING SKILLS, ROSE QUICKLY TO COMBAT LEADER.

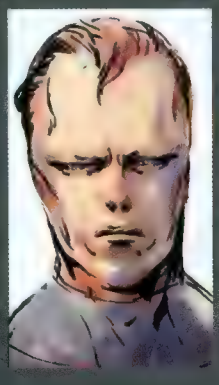
ADDITIONAL INFORMATION

AN ELITE FORMER SAS SOLDIER AND PILOT.

REAL NAME: UNKNOWN
SEX: MALE
AGE: 30S
NATIONALITY: USA

Classified Information
Top Secret

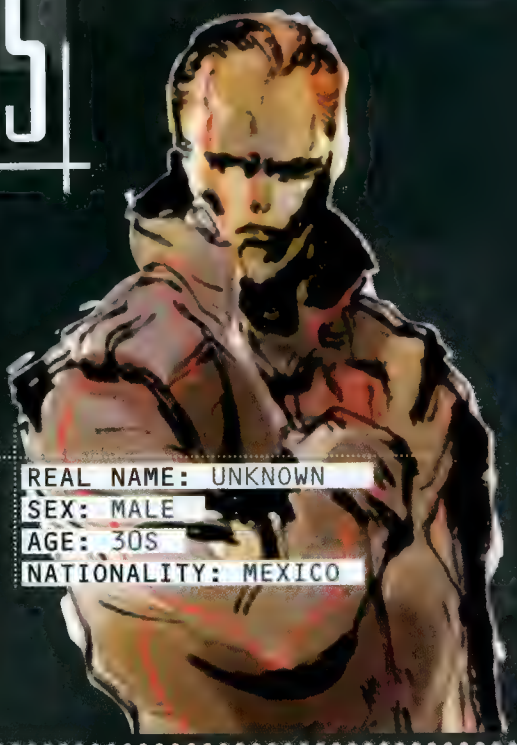
Liquid Snake was born in the 1970s and inherited his aggressive military genes from his father, Big Boss. He was conceived through the 20th century analogue cloning technology and Super Baby Procedure. The zygote was divided into 4 clone embryos; one of which was his twin brother Solid Snake. After being returned to the uterus, two embryos were discarded to enhance the growth process and development of the remaining two – thus, the so-called Super Baby Procedure. Liquid Snake inherited the recessive genes of the 4 embryos and Solid Snake the dominant genes, creating two opposing forces. Liquid Snake is perceived as "the liquid of darkness" and Solid Snake is considered "the solid of light". Upon their births, the US government took custody of Solid Snake, whilst Liquid Snake was handed over to the British authorities. This separation was to measure the effects of imposed surroundings with respect to their inherited genetic traits.



DECOY OCTOPUS

ROLE IN THE GAME

HIS PRIMARY ROLE IS THAT OF ESPIONAGE.



REAL NAME: UNKNOWN
SEX: MALE
AGE: 30S
NATIONALITY: MEXICO

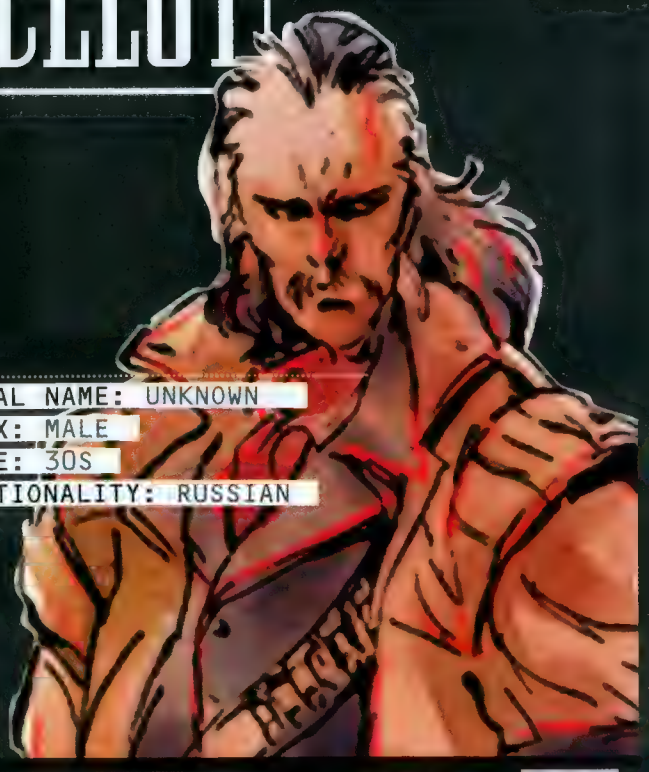
HISTORICAL BACKGROUND

Little is known about Decoy Octopus, which demonstrates his mastery of his profession, namely disguise. It is thought that he was formerly a Hollywood actor and SFX artist. He was scouted by the CIA for his ability to pass himself off as anyone. As such his role at the agency was to disguise himself as government VIPs to detract attention to him. This explains the name Decoy. He left the CIA to become a FOXHOUND member. He has a good command of over 10 languages and wonderful vocal dexterity. His disguise envelops the target person's habits and local traditions. To help his make up, he has shaved his cheekbones, jaw bone and nasal cartilage. When seen without cosmetics he looks facially deformed. Decoy Octopus can walk in any way and can dislocate his joints to crawl through thin gaps and narrow holes. He has also mastered biofeedback and can freely control his sense of touch (skin). This quality explains the second part of his name : Octopus.

REVOLVER OCELOT

ROLE IN THE GAME

REVOLVER OCELOT IS A LEVEL BOSS. HE TORTURES SOLID SNAKE FORCING HIM TO LOOK INTO THE DEEPEST CORNERS OF HIS PERSONALITY. THE REACTION OF SOLID SNAKE TO THESE TORTURE TECHNIQUES IS FUNDAMENTAL IN DEFINING HOW THE GAME ENDS.



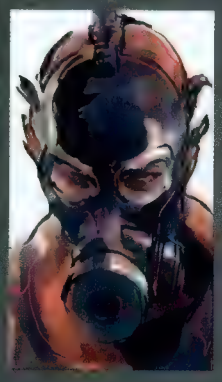
REAL NAME: UNKNOWN
SEX: MALE
AGE: 30S
NATIONALITY: RUSSIAN

HISTORICAL BACKGROUND

A FOXHOUND member and formerly of the Soviet Spetsnaz (Soviet secret police associated with post-Stalinist concentration camps). He has a violent sadistic nature and is highly experienced in torture techniques. In conflict, his preferred weapon is the single action army revolver, which he sports single handed in "Western Movie style". He is a formidable gunfighter, known to hit his target by calculating the ricochet angle, maximising the use of bullets.

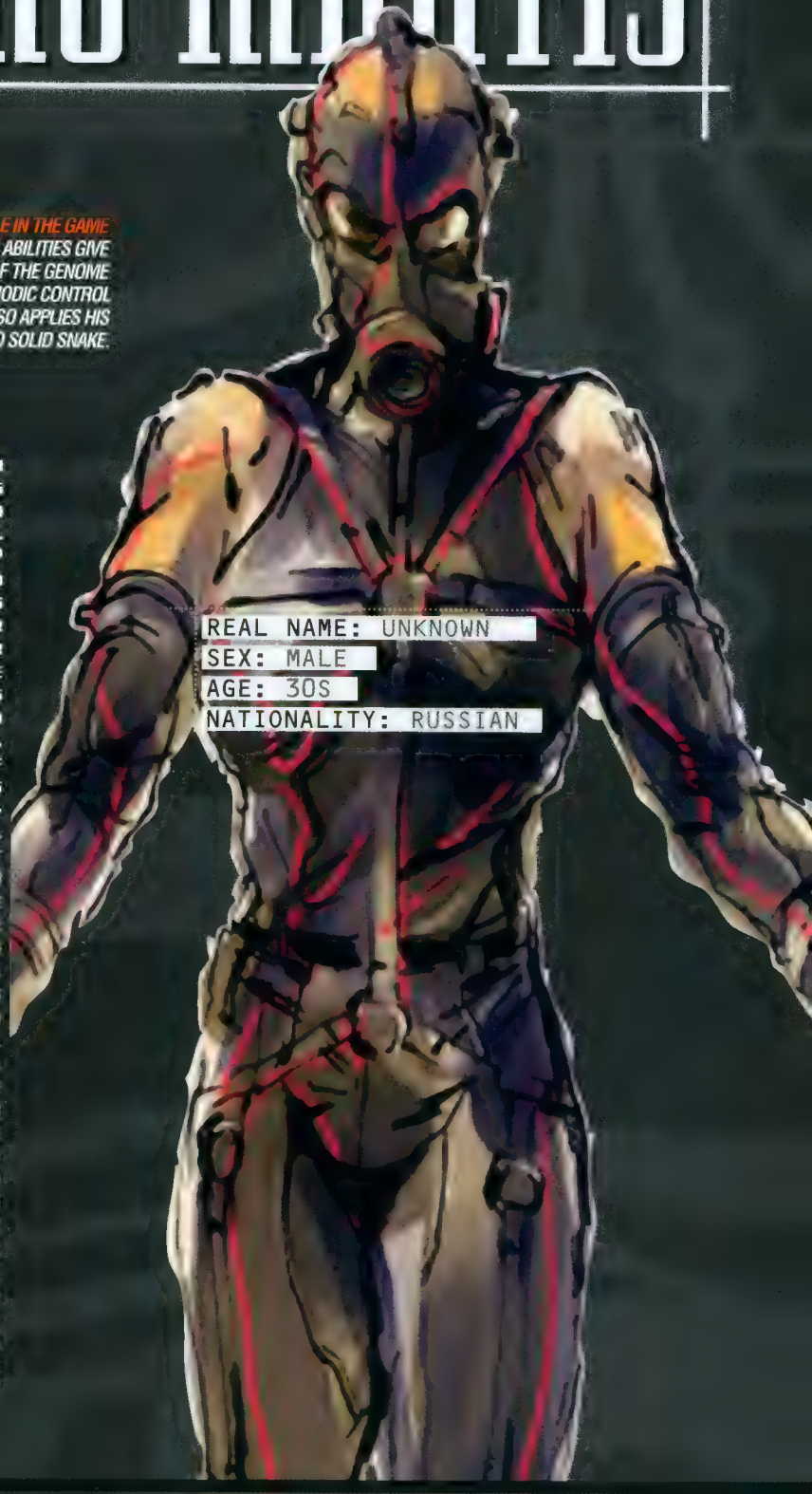
After the fall of the Soviet Union, he joined the Russian Police Storming Party. Then he served in the special tactics division of the SVR, formally the KGB. However, he did not adapt well to the new KGB system and was recruited by the US to join FOXHOUND.

PSYCHO MANTIS



ROLE IN THE GAME

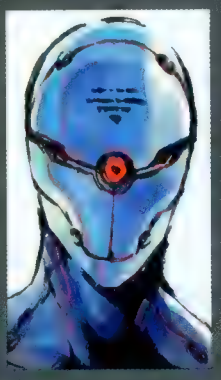
HIS MIND READING ABILITIES GIVE HIM CONTROL OF THE GENOME GUARDS AND PERIODIC CONTROL OF MERYL. HE ALSO APPLIES HIS ESP POWERS TO SOLID SNAKE.



REAL NAME: UNKNOWN
SEX: MALE
AGE: 30S
NATIONALITY: RUSSIAN

HISTORICAL BACKGROUND

A FOXHOUND MEMBER WITH POWERFUL PSYCHOKINETIC POWERS AND A POTENT ABILITY TO READ AND CONTROL PEOPLE'S MINDS. HE FIRST DISCOVERED HIS ESP POWERS DURING HIS CHILDHOOD WHEN HE ENTERED HIS FATHER'S MIND. UNWILLINGLY HIS FATHER REVEALED THAT HE COULD NEVER FORGIVE PSYCHO MANTIS BECAUSE HIS MOTHER DIED DURING HIS CHILDBIRTH. THIS SHOCK CHANGED HIS WHOLE PERCEPTION OF LIFE. THE OVERWHELMING FEELING OF DESPAIR EVOKED A SUBCONSCIOUS VIOLENT KINETIC REACTION CAUSING HIM TO KILL HIS OWN FATHER. THE ENERGY RELEASED WIPED OUT A WHOLE TOWN OF AROUND 1000 PEOPLE. HE STILL BEARS THE BURN SCARS HE INCURRED BY THE INFERNO HE RELEASED AND AS SUCH HE FREQUENTLY WEARS A GAS MASK TO COVER THE MARKS ON HIS FACE. THERE WAS NO TRACE OF PSYCHO MANTIS UNTIL HE REAPPEARED MUCH LATER AS A PSYCHIC SECRET AGENT OF THE KGB. THE KGB WERE IMPRESSED BY HIS ESP ABILITIES AND GAVE HIM HIGH PRIORITY SPECIAL TRAINING. HE LEARNED THAT IN ORDER TO PREVENT SELF-DESTRUCTION WITH HIS ESP POWERS HE MUST MAINTAIN AN ALTER EGO (THE PARASITE). FOLLOWING THE FALL OF THE SOVIET UNION HE MOVED TO THE US AND ASSUMED A SIMILAR ROLE AT THE FBI. HE THEN BECAME A FREELANCE ESPIONAGE AGENT AND WAS APPROACHED BY FOXHOUND.



NINJA

REAL NAME: UNKNOWN
SEX: MALE
AGE: UNKNOWN
NATIONALITY: UNKNOWN

HISTORICAL BACKGROUND

A CYBORG NINJA WHOSE IDENTITY IS UNKNOWN. THE CYBORG NINJA IS COVERED WITH HIGH TECH FIBRE STEALTH CAMOUFLAGE. HE IS BOTH STRONG AND NIMBLE AND CAN CUT THROUGH STEEL AND DEFLECT BULLETS WITH HIS KATANA. HE IS INVINCIBLE WHEN IN THE AIR AND HIS ADVERSARY MUST CONFRONT HIM USING HAND TO HAND COMBAT.

ROLE IN THE GAME

NINJA SERVES AS A LEVEL BOSS AND PART TIME SAVIOUR OF SOLID SNAKE.

GRAY FOX

HISTORICAL BACKGROUND

FRANK JAEGER WAS PICKED UP IN VIETNAM AND RAISED BY BIG BOSS AS A WAR ORPHAN. A DEVOUT FOLLOWER OF HIS ADOPTING FATHER, HE TRAINED TO BECOME A KILLING MACHINE GOING THROUGH ALL SORTS OF RIGOROUS EXERCISES. HE BECAME A MERCENARY IN HIS TEENS AND EXPERIENCED BATTLE IN THE RHODESIA INDEPENDENCE WAR (NOW ZIMBABWE). HE WAS TAKEN PRISONER IN MOZAMBIQUE WHERE HE WAS TORTURED. BIG BOSS RESCUED HIM FROM HIS CAPTORS. HE MOVED TO THE US, GAINED CITIZENSHIP AND JOINED FOXHOUND. IN THE 90S, HE ACCOMPLISHED GREAT RECOGNITION WITHIN FOXHOUND UNDER THE LEADERSHIP OF BIG BOSS. HE WAS AWARDED THE MOST HONOURABLE FOXHOUND MERIT, THAT OF "FOX". SOLID SNAKE WAS THE NEW MEMBER OF THE ORIGINAL FOXHOUND WHO SAVED GRAY FOX DURING THE OUTER HEAVEN REVOLT IN 1995. IN THE ZANZIBAR RIOT OF 1999, HE WAS ON THE OPPOSING SIDE TO SOLID SNAKE. FRANK JAEGER LOST 30% OF HIS BODY IN THE ZANZIBAR BATTLE AND WOULD ORDINARILY HAVE BEEN DEAD. AT THE TIME THE MILITARY HAD DEVELOPED AN EXOSKELETON, WHICH WAS AN ARTIFICIAL EXTERNALLY EQUIPPED SKELETON. FRANK JAEGER PROVIDED THE IDEAL EXPERIMENTAL CASE THE MILITARY WAS WAITING FOR. HE BECAME THE FIRST HUMAN CASE TO UNDERGO GENE THERAPY AND AS SUCH WAS THE ORIGINAL RESEARCH CASE FOR THE GENOME GUARDS.

REAL NAME: FRANK JAEGER
SEX: MALE
AGE: 30S
NATIONALITY: USA (HALF VIETNAMESE, HALF GERMAN-AMERICAN)

VULCAN RAVEN

ROLE IN THE GAME
VULCAN RAVEN SERVES AS A LEVEL BOSS

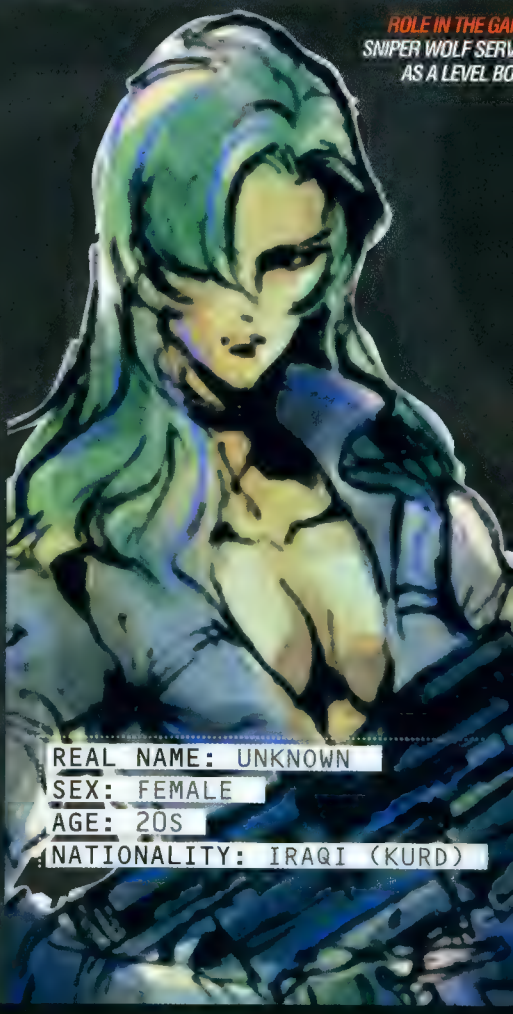
REAL NAME: UNKNOWN
SEX: MALE
AGE: 30S
NATIONALITY: USA

HISTORICAL BACKGROUND

A MEMBER OF FOXHOUND, VULCAN RAVEN WAS BORN AN ALASKAN INDIAN. HE IS A GIANT SHAMAN BLESSED WITH A STRONG PHYSIQUE AND EFFECTIVE SPIRITUAL POWERS. HIS CULTURAL BACKGROUND AND STATURE ENABLE HIM TO WITHSTAND EXTREME COLD TEMPERATURES. HIS PREFERRED WEAPON IS A GATLING GUN (ORDINARILY EQUIPPED ON JET FIGHTERS) WHICH HE CARRIES LIKE A RIFLE. HIS NAME COMES FROM A RAVEN, WHICH HAS BEEN TATTOOED TO HIS FOREHEAD. ONE WINTER, AT THE AGE OF FIFTEEN, HE WALKED ACROSS THE FROZEN BERING STRAIT, WHICH SEPARATES ALASKA FROM RUSSIA. IT WAS THERE THAT HE FIRST CAME INTO CONTACT WITH THE SOVIET SPETSNAZ (SOVIET SECRET POLICE ASSOCIATED WITH POST-STALINIST CONCENTRATION CAMPS). IT WAS DURING THIS PERIOD THAT HE MET REVOLVER OCELOT. YELTSIN DEMOTED HIM UPON THE COUP IN MOSCOW IN 1993. LIKE FELLOW MEMBERS OF HIS SECRET UNIT, HE LEFT RUSSIA AND EVENTUALLY JOINED THE MERCENARY DISPATCHING COMPANY OUTER HEAVEN.

SNIPER WOLF

ROLE IN THE GAME
SNIPER WOLF SERVES AS A LEVEL BOSS



REAL NAME: UNKNOWN
SEX: FEMALE
AGE: 20S
NATIONALITY: IRAQI (KURD)

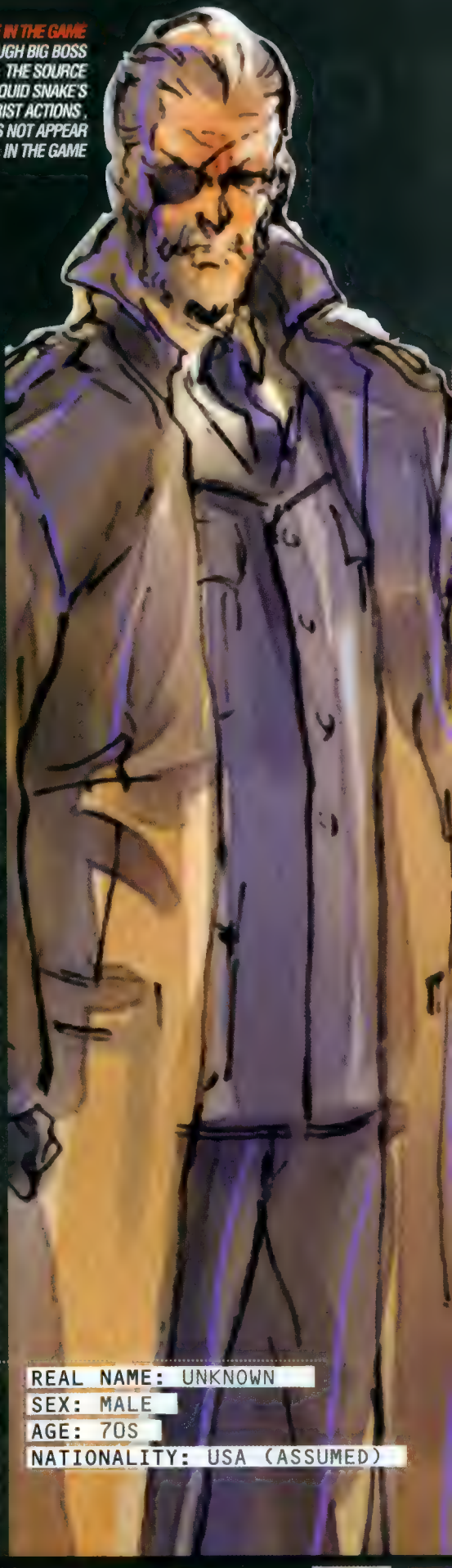
HISTORICAL BACKGROUND

A MEMBER OF FOXHOUND AND PROBABLY ONE OF THE MOST TALENTED SNIPERS THE WORLD HAS EVER SEEN, SNIPER WOLF HAS SUCH INCREDIBLE PATIENCE AND CONCENTRATION THAT SHE CAN KEEP AIMING AT HER TARGET FOR UP TO A WEEK WITHOUT MOVING A MUSCLE. BORN IN A KURDISH VILLAGE, SNIPER WOLF LOST HER FAMILY AT THE AGE OF 5 TOWARDS THE END OF THE IRAN-IRAQ WAR IN 1408 OF THE HEGIRA CALENDAR (1988). THEY WERE VICTIMS TO SADDAM HUSSEIN'S GAS ATTACKS, WHICH KILLED MORE THAN 3,700 PEOPLE. IN 1991, IN THE INTERNAL FIGHTING IN IRAQ AFTER THE GULF WAR, SHE RAN TO THE KURDISH REFUGEE CAMP SET UP FOR THOSE FLEEING FROM HUSSEIN. SHE WAS PICKED UP BY BIG BOSS VISITING WITH THE US SECRETARY OF STATE AND WAS TAKEN BACK TO THE US. SHE VIEWED BIG BOSS AS SALADIN, THE LEADER WHO DEFEATED THE CRUSADERS IN THE 12TH CENTURY.

ON SEPTEMBER 3, 1996 AFTER THE IRAQI MILITARY'S INTERVENTION TO THE KURDISH RESIDENTIAL AREAS (AUGUST 31 INTERVENTION), THE SOUTHERN FLIGHT PROHIBITION AREA WAS EXPANDED TO 33 DEGREES NORTH. THIS WAS NOT DONE TO PROTECT THE KUROS IN THE NORTH BUT MORE FOR THE STRATEGIC BENEFITS OF THE US. SNIPER WOLF SAW THIS AS A REPEAT OF THE REFUGEE PROBLEM THAT OCCURRED AT THE IRAQI BORDERS IN THE SPRING AFTER THE GULF WAR. SHE WAS INCENSED BY THIS INCIDENT AND BY THE MOTIVATIONS OF THE PENTAGON. SHE MOVED TO INDIA AND LEARNED SNIPING TECHNIQUES FROM A GURKHA SNIPER FROM NEPAL. FOXHOUND, ON BEHALF OF BIG BOSS, SCOUTED HER WHEN HE WAS CHARGED WITH SETTING UP THE ORGANISATION.

BIG BOSS

ROLE IN THE GAME
ALTHOUGH BIG BOSS IS THE SOURCE OF LIQUID SNAKE'S TERRORIST ACTIONS, HE DOES NOT APPEAR IN THE GAME



REAL NAME: UNKNOWN
SEX: MALE
AGE: 70S
NATIONALITY: USA (ASSUMED)

HISTORICAL BACKGROUND

Former chief of the original FOXHOUND and the genetic father to the twin brothers Liquid and Solid Snake. Big Boss has a colourful military career having been known as "The Legendary Soldier" and "The Greatest Soldier of the 20th Century". The first official reports of his battle experience were in Vietnam where he participated as a mercenary along with the Green Beret and Ranger Units. He also fought with the LRRP (Long-Range Reconnaissance Patrol) and the US Scouting Unit. He worked in special units such as the SOG (Special Operations Group), Wild Geese and Delta Force.

HIDDEN STORY

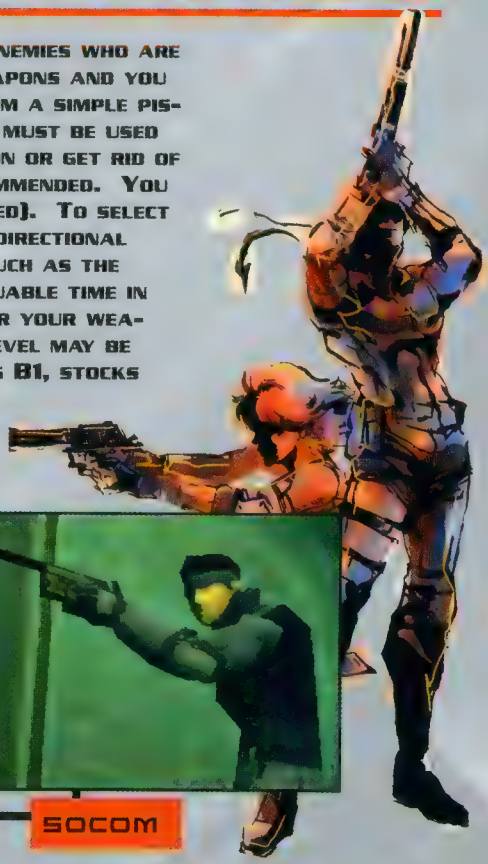
Big Boss was born a 3rd generation American of Japanese origin in Hawaii. Following the attack on Pearl Harbour his Japanese parents were put into a prison camp. Big Boss, then in his teens joined the Japanese-American unit (442 Infantry unit). He fought against the Nazis in France and was part of the liberation of Europe. On returning to the United States he experienced racial prejudice and started questioning his own patriotism. He lost faith in the political ideology of the Cold War and started searching for a fighting place of his own. In 1961, he participated as a mercenary in the Congo Crisis, and continued to fight in Africa until the second Congo Crisis in 1968 (Congo, Biafra, Angola, Mozambique).

He became a mythological figure among mercenaries as "The Legendary Soldier". All militia and terrorist organisations sought his experience and his outstanding battle abilities. During Vietnam Big Boss was injured and became sterile. The US military valued his excellent battle talents and created controlled progeny through the Super Baby Procedure. The offspring were conceived through the 20th century analogue cloning technology. This particular external fertilisation was conducted under the project "Les enfant terribles". Big Boss left the battlefield to participate in military training and education. In the 90s he was appointed chief of the unofficial high-tech special unit FOXHOUND and was brought back to the United States. Exploiting the funds and human resources put at his disposal and utilising the connections acquired during his mercenary years, he secretly established the independent military state of Outer Heaven in South Africa. Outer Heaven became active through a revolt in 1995. NATO learned that they were designing a nuclear equipped walking battle tank called Metal Gear. They sent in a new agent of FOXHOUND called Solid Snake. He forced the surrender of Outer Heaven and revealed that the man behind the secret military state was in fact Big Boss, the commander of FOXHOUND. Big Boss escaped to Asia and built a military fortress called Zanzibarland. However, Solid Snake once again foiled his ambitions. Big Boss died in the Zanzibar Riot in 1999. His corpse was collected by the US government as a blueprint for future Gene Therapy.

inventory

ARMS and accessories

YOUR MISSION IS GOING TO THROW YOU INTO UNKNOWN TERRITORY WHERE YOU WILL FACE ENEMIES WHO ARE BOTH ALERTED TO YOUR PRESENCE AND EXTREMELY WELL ARMED. YOU START WITH NO WEAPONS AND YOU PICK THEM UP AS YOU ADVANCE THROUGH THE LEVELS. YOUR SMALL ARSENAL RANGES FROM A SIMPLE PISTOL TO MISSILE LAUNCHERS TO AN ASSORTMENT OF EXPLOSIVES. EACH OF THESE WEAPONS MUST BE USED IN SPECIFIC SITUATIONS AGAINST PARTICULAR ENEMIES. IF YOU WANT TO CREATE A DIVERSION OR GET RID OF IRRITATING SURVEILLANCE CAMERAS, THE C4 OR THE STINGER LAUNCHER COME HIGHLY RECOMMENDED. YOU SHOULD TAKE ADVANTAGE OF ALL USES OF YOUR WEAPONS (ALTERNATIVE FUNCTIONS INCLUDED). TO SELECT A WEAPON, KEEP THE R2 BUTTON HELD DOWN AND DISPLAY YOUR ITEMS BY PRESSING THE DIRECTIONAL BUTTON TO THE RIGHT OR TO THE LEFT. NOTE THAT YOU CAN RECHARGE YOUR FIREARMS, SUCH AS THE SOCOM OR THE FA-MAS BY PRESSING TWICE ON THE R1 BUTTON. THIS WILL SAVE YOU VALUABLE TIME IN DELICATE SITUATIONS. EACH TIME YOU PASS FROM ONE LEVEL TO ANOTHER, AMMUNITION FOR YOUR WEAPONS IS AUTOMATICALLY REPLACED, SO IF YOU RETURN YOU CAN STOCK UP AGAIN. AS A LEVEL MAY BE COMPOSED OF DIFFERENT AREAS, FOR EXAMPLE THE VARIOUS FLOORS OF THE NUKE BUILDING B1, STOCKS ARE NOT REPLENISHED WHEN YOU SIMPLY MOVE FROM FLOOR TO FLOOR.



SOCOM

Where to get it:

In the back of the truck parked in the Heliport. The ammunition for the Socom is stocked in boxes containing cartridges of twelve rounds.

Description and function:

This is the first weapon you find in the game. The Socom is an automatic 45-calibre handgun equipped with a chamber which can accommodate a cartridge of twelve bullets. It has an integrated laser aiming feature, located under the barrel, which automatically aims at and locks on to your closest target once the weapon is drawn. This ensures a quick and precise shot. However, considering the limited capacity of the chamber, it is recommended that you use it when you have few enemies otherwise you might be swamped. Already a formidable weapon in its most basic form, this piece of equipment can also carry a silencer, ensuring the user absolute discretion. To use the Socom, select it first. Then, press once on the (■ button) to point the weapon in front of you, and move towards the desired target by changing direction. Once you have a lock-on, release the (■ button) to fire. Note that the vast majority of opponents you confront die after three bullets have hit them.

SOCOM

SOCOM SUPPRESSER

Where to get it:

In the room numbered 1 in theTank Hangar 1.

Description and function:

An absolutely indispensable accessory for your first weapon, the Socom suppresser is a silencer specifically designed for the Socom. It is made of a durable and very light aluminium alloy. Once the silencer is added to the barrel, the user will not notice the difference in the weapon's weight. Infiltration missions on enemy territory require discretion and speed. The ability to eliminate enemies without alerting the guards around you, even when close to surveillance cameras, is an undeniable advantage. When you find the Socom suppresser, it will automatically fit onto the barrel of the Socom. From this point on these two items are one.

SOCOM SUPPRESSER

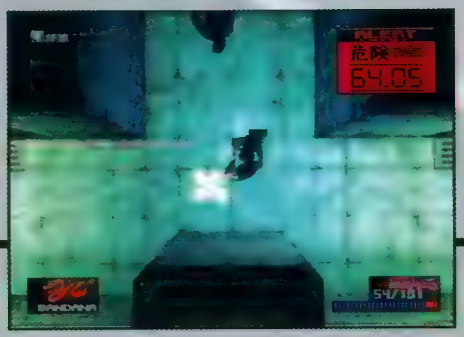
FA-MAS

Where to get it:

In the chamber numbered 2 in the Armoury B2. The ammunition for the Fa-mas is stocked in boxes containing cartridges of twenty-five rounds.

Description and function:

The Fa-mas, a French automatic assault rifle, is the second weapon you find during your mission. Its exceptional performance, as well as its unfailing ability to withstand almost all conditions, makes it the preferred weapon of the French army. Equipped with a chamber containing up to twenty-five bullets, the Fa-mas uses 5.56-mm calibre ammunition. Unlike the Socom, it cannot be equipped with a silencer. Don't expect to pass unnoticed while using it, because the noise it creates in automatic mode will blow your cover immediately. Its very impressive firing speed (1100 rounds per minute) brings immediate results when faced against numerous enemies, particularly in the event of an ambush. Although it doesn't feature an integrated laser-aiming feature like the Socom, the last three bullets (those in red on your bullet counter in the lower right corner of your screen) actually carry out the same function. When you have Meryl's bandanna, fire all your rounds until you reach the last remaining three bullets in your chamber. The combination of these remaining bullets and the bandanna ensure precision aiming, firing power and unlimited ammunition. To use the Fa-mas, start by selecting it. To fire in semi-automatic mode, press down on the (■ button) several times in a row. To fire in fully automatic mode, keep the (■ button) pressed down.



FA-MAS

NIKITA LAUNCHER

NIKITA LAUNCHER

Where to get it:

In the room numbered 3 in the Nuke Building B1. The ammunition for the Nikita launcher is stocked in boxes containing packs of four missiles.

Description and function:

The Nikita is a rocket launcher which fires small remote control missiles. The missiles have a fuel reserve, which propels them for a specific amount of time. When guiding the missile, you can follow its path from a top down perspective or from a first person view mode (i.e. from the nose of the missile). The latter allows you to follow the missile's progress as if you were physically sitting on it and flying it. This enables you to discover distant areas inside a level without having to physically infiltrate them, eliminating the danger of being spotted. Therefore you can observe the exact location of enemies positioned far away. Be careful when using this weapon in first person view mode because, being momentarily preoccupied with guiding the missile in this way, you will not notice on-coming guards. Although this function proves very useful in certain situations, the primary purpose of the Nikita launcher still remains its capacity to eliminate enemies who are out of your line of sight or who can't be attacked from the front. When you face Sniper Wolf for the second time or during your confrontation with Vulcan Raven, this rocket launcher will prove the right choice. It is also the recommended choice when you destroy the High Voltage Switchboard in the Nuke Building B2. To use the Nikita launcher, select it and press down on the (■ button) to arm it and fire the missile by releasing the (■ button). Then, direct it by pressing the Directional button to the right or the left. To turn to first person view mode, as soon as you have fired the missile, keep the (▲ button) pressed throughout its guidance until you reach your target. Keep an eye on the fuel reserve bar of the missile because if the fuel runs out, the missile will explode in mid-air. Before you fire, always make sure that there is no obstacle in front of you. This way you avoid suffering any damage resulting from a nearby explosion.

inventory ARMS and accessories

PSG1

Where to get it:

In the chamber numbered 5 in the Armoury B2. The ammunition for the PSG1 is stocked in boxes containing cartridges of six rounds.

Description and function:

The PSG1 is a long-range sniper rifle equipped with viewfinder, which automatically magnifies your vision forty two times. The rounds are a 7.62-mm calibre and the cartridge fits up to six bullets. Its main function is to eliminate enemies positioned at a distance. Being a weapon of such perfect precision, the PSG1 nevertheless poses problems. You can only fire it when lying down, which requires you to have no obstacles in front of you. Additionally, the viewfinder has no zoom function and aiming is extremely sensitive to twitching which means it is difficult to keep your target in a perfect line of sight. Therefore, you must maintain the direction in which the PSG1 is pointing to ensure minimum control and always try to keep your target located within your scope. Although the PSG1 is meant primarily for your two confrontations against Sniper Wolf, you can also use it to fire on lone guards or even to kill mice that you encounter on different levels. To use the PSG1, select it and using your Directional button, aim your scope (line of sight) on your target. Then press on the (■ button) to fire.

STINGER LAUNCHER

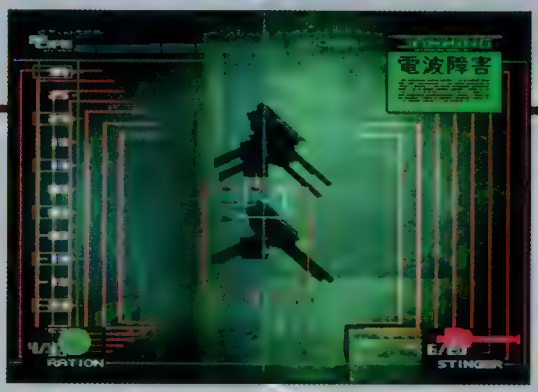
Where to get it:

In the first room of the Communication Tower B, directly after the Walkway. The ammunition for the Stinger launcher is stacked in boxes containing packs of five missiles.

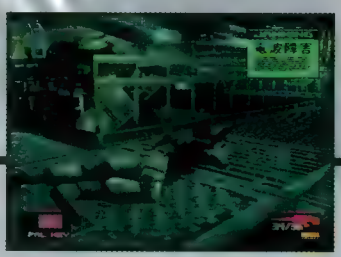
Description and function:

By far the most powerful weapon in the game, the Stinger is a heat-seeking missile launcher. It uses surface to air missiles (SAM) (different to the Nikita missiles), which can hit targets positioned at different heights. Closing in on a target is facilitated by a 2-colour object detector in your viewfinder. The initial target identifier in your viewfinder is a series of grey rectangles which indicate its position even if the target is located behind an obstacle. This system enables you to follow the movements of a defined enemy, whatever the location. Once you have your target positioned on your viewfinder, a large red rectangle marks the ideal moment to fire the missile. It is not necessary to get a fix on a stationary target because these targets are destroyed by simply shooting next to them. When you use the Stinger launcher you automatically pass to first person view mode and so you cannot move position as long as the launcher is activated. To avoid being spotted make sure there are no enemies within close proximity . This weapon is very useful against bosses in later levels in the game, but it can also be used against any target emitting heat. You can also use it to get rid of cameras, wolf-dogs and guards positioned far away. To use the Stinger launcher, select it and then close in on your target with the help of the grey rectangles indicating its location. Then fire a missile by pressing the (■ button). As soon as the missile is launched at the chosen target, you can deselect the Stinger launcher by pressing once on the R1 button. This enables you to reposition yourself elsewhere in relation to your target.

STINGER LAUNCHER



PSG1



CLAYMORE MINES

How and where to get them:

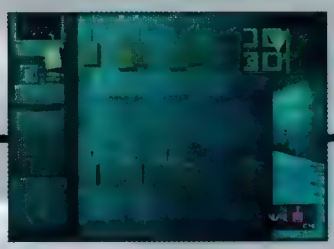
The Claymore mines are located in the following areas: the Canyon, the Underground Passage, the storage chamber numbered 6 in the Snowfield and in the second area of the Cargo Elevator. You have to use either the Mine detector or the Thermal goggles to locate them, as they are invisible to the naked eye. To neutralise the Claymore mines, crawl over each mine and collect them one by one.

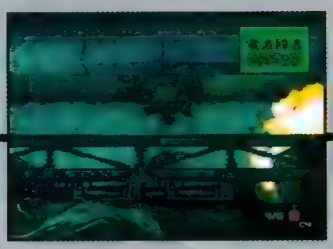
Description and function:

The Claymore mines are anti-personnel mines, equipped with a system of optic camouflage rendering them undetectable unless you have the necessary equipment to locate them. They can be buried under any kind of surface, be it soil or steel. Once laid, these mines will detonate as soon as somebody walks within the sensor arc area of 45 degrees in any defined direction. This sensor arc area is visible for a brief instant during the laying of the mine. You should lay the mine with its sensor range pointing opposite to your direction of departure. This is to avoid being in the mine's blast radius and suffering the consequences. The Claymore mines are very powerful explosives that shouldn't be underestimated. You can also use the mines during your battle with the tank in the Canyon. This damages the tank's tracks and eventually slows it down. You can also use them as a trap against Vulcan Raven in the Warehouse.

To use a Claymore mine, select it and lay it on the chosen area by pressing once on the (■ button). Note that only eight mines can be laid at any one time.

CLAYMORE MINES





C4

C4

Where to get it:

C4 is one of the most common items in the game and so you can find it on practically every level. Note that the first time you find it, it will be in the chamber numbered 1 directly below the lift in the Armoury B2. C4 explosives are stocked in boxes with packs of four.

Description and function:

A plastic explosive, C4 is like a miniature bomb, which can be detonated from a distance. Generally used to destroy walls or structures, it can also be used against less significant targets. C4 can be laid on a wall, on the ground or on the back of an enemy. Make sure to keep a safe distance when it detonates because the blast radius is significant. Note that if you lay a series of C4 explosives, you can only detonate one after the other, and it is impossible to create a chain effect. Some walls in the Armoury have a blue tint and create a hollow sound when you tap on them. This indicates a hidden area or a hidden passage on the other side. Lay a C4 explosive to breach the wall and you then gain access to the area or passage on the other side. On the Walkway, use the same method to open the door numbered 6, which is frozen closed. To use the C4, select it first. To lay it on the ground, press once on the (■ button). To lay it on a wall, position yourself opposite the wall, press the Directional button in the direction of the wall and press once on the (■ button) at the same time. Placing a C4 charge on an enemy is one of the many secrets in the game. Refer to the Secret File to find out the procedure to follow. Wherever you lay your C4 plastic explosive, press down on the (● button) to detonate it.

GRENADES

Where to get them:

Like the C4, you can find grenades on nearly all the different levels in the game. They are first found in the chamber numbered 1 located in the bottom far left (left on the map) corner of the Armoury B2. The grenades are stacked in boxes with packs of four.

Description and function:

These are also called Fragmentation grenades. They are lethal because when the grenade detonates, it scatters small fragments, which significantly increase the damage caused by the explosion itself. Like all the grenades in your inventory, they explode about five or six seconds after pulling the safety pin. Their blast radius is similar to C4, as is the range of the scattered fragments. They can kill a guard if he finds himself in the blast radius. They are also useful against the tank. Handling them can be as dangerous for you as for the enemy, so count the seconds passed after pulling the safety pin to avoid an unfortunate accident.

To use a grenade, select it, and then press once on the (■ button) to pull the safety pin and then release the (■ button) to throw the grenade.

GRENADES

inventory ARMS and accessories

STUN GRENADES

Where to get them:

The Stun grenades can be found in most of the levels in the game. You first come across them in the small storage unit on the left (left on the map) in the Heliport. The Stun grenades are stacked in wooden boxes with packs of three.

Description and function:

As opposed to Fragmentation grenades you cannot wound or kill your enemies with Stun grenades. Like the other grenades in the game, Stun grenades explode five seconds after the safety pin is pulled. The blast causes a high intensity sound and flash which blind and deafen for about eight seconds. This effects all enemies and animals present on the screen when detonation occurs, but leaves the user free to move about. The user suffers damage equivalent to one bullet shot if he or she holds onto it after pulling the safety pin. These grenades prove very useful in the Communication Tower A to shake off pursuing guards. Again they are particularly useful in the Cave. This is a practical solution as it does not harm any of the wolf-dogs. When you use a Stun grenade in an area where there are cameras or guards, the alarm will sound on detonation. You should therefore always plan an escape route.

To use the Stun grenade, select it and then press on the (■ button) to pull the safety pin. Release the (■ button) to throw the grenade.

STUN GRENADES

TIME BOMB

Where to get it:

The Time bomb appears twice in the game. The first time, after you escape from the Medi-room (having possibly been placed in your left side items by Revolver Ocelot). The second time, it is hidden in the radioactive water in the Underground Base 1 (when you are looking for the Pal key).

Description and function:

The time bomb is the only weapon which you cannot take at will, the reason being that its purpose is to kill you! This explosive comprises enough C4 to destroy a small vehicle. If you are unfortunate enough to come across it, look through your left hand side items with the L2 button. You will see a number on the bomb's display, showing the seconds remaining before it explodes. Get rid of it as quickly as possible by selecting it and holding down the L2 button. Then, throw it far away by pressing once on the (● button). Make sure you are at a safe distance from the blast.

CHAFF GRENADES

Where to get them:

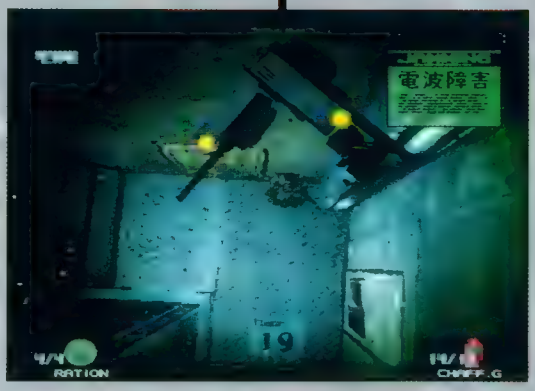
The Chaff grenades are available in nearly all the levels of the game. You first find them in the Heliport on the landing platform. The Chaff grenades are stacked in wooden boxes in packs of three.

Description and function:

The Chaff grenades are grenades that can jam equipment using electronic components for a period of ten seconds. They explode five seconds after the safety pin is pulled and can jam surveillance cameras and the guidance system of certain weapons. They can also paralyse an enemy with certain electronic implants. Don't use these grenades too often because they have the effect of jamming your own radar. The Chaff grenades can help you in your confrontation against the ninja and during your battles with the Metal Gear. By constantly using Chaff grenades, the missile aiming device on the Metal Gear becomes a lot less precise. Like with the other grenades, don't wait too long to throw a Chaff grenade for fear of causing damage to yourself.

To use a Chaff grenade, select it, press once on the (■ button) to pull the safety pin, then release the (■ button) to throw the grenade.

CHAFF GRENADES



Name: SOCOM • **Type Of Weapon:** AUTOMATIC PISTOL • **Chamber Capacity:** 12 BULLETS • **Damage:** LOW

Optimal Conditions For Use : The Socom is effective against a small number of adversaries. It is ideal for killing enemies without attracting the attention of guards. Its integrated laser aiming feature guarantees you a precise shot, especially if you are shooting and running. It is particularly effective in your confrontation against Revolver Ocelot.

Name: FA-MAS • **Type Of Weapon:** AUTOMATIC ASSAULT RIFLE • **Chamber Capacity:** 25 BULLETS • **Damage:** MEDIUM

Optimal Conditions For Use : The Fa-mas is recommended when you are faced with several enemies or when you are faced with ambushes. Its firepower is superior to the Socom.

Name: PSG1 • **Type Of Weapon:** LONG RANGE SNIPER RIFLE • **Chamber Capacity:** 6 BULLETS • **Damage:** MEDIUM

Optimal Conditions For Use : The PSG1 is the preferred weapon of snipers. You will find it most useful against Sniper Wolf. It can also be used to kill enemies from a safe distance.

Name: NIKITA LAUNCHER • **Type Of Weapon:** ROCKET LAUNCHER • **Chamber Capacity:** 1 MISSILE • **Damage:** HIGH

Optimal Conditions For Use : The Nikita launcher is recommended when confronting Vulcan Raven in the Warehouse. It is also used to destroy the pulley in the Blast furnace and when killing the guards on the Walkway.

Name: STINGER LAUNCHER • **Type Of Weapon:** MISSILE LAUNCHER • **Chamber Capacity:** 1 MISSILE • **Damage:** HIGH

Optimal Conditions For Use : The Stinger launcher has a target lock-on function, which proves indispensable when confronting Liquid Snake in the helicopter. It can be used to finish off Vulcan Raven. The Stinger launcher is the only effective weapon against the Metal Gear. When there are many surveillance cameras clustered together, firing a Stinger missile at the middle camera will destroy them all.

Name: CLAYMORE MINE • **Type Of Weapon:** ANTI-PERSONNELL MINE • **Damage:** HIGH

Optimal Conditions For Use : The Claymore mines are useful against Vulcan Raven in the Warehouse. In the Canyon, you can place them under the tank tracks in order to slow the tank down.

Name: C4 • **Type Of Weapon:** PLASTIC EXPLOSIVE • **Damage:** HIGH

Optimal Conditions For Use : The C4 is recommended in the Armoury B2 to breach parts of the walls. This gives access to the hidden rooms and the Armoury South. C4 is also used to open the door numbered 6 on the Walkway. As with the Claymore mines, the C4 can slow down the tank if it is placed under its tracks. You can also place C4 on the back of a guard to create a walking bomb.

Name: GRENADE • **Type Of Weapon:** FRAGMENTATION GRENADE • **Damage:** HIGH

Optimal Conditions For Use : Grenades halt the progress of the tank. They can be used against a group of guards, killing them all in the same space of time.

Name: STUN GRENADE • **Type Of Weapon:** TEMPORARY DISABLING GRENADE

Optimal Conditions For Use : The Stun grenades are indispensable in the Communication tower A because they shake off pursuing guards. They also temporarily paralyse the wolf dogs that attack you in the Cave.

Name: CHAFF GRENADE • **Type Of Weapon:** ELECTRONIC JAMMING GRENADE

Optimal Conditions For Use : The Chaff grenades are one of the most frequently used weapons. They jam surveillance cameras and gun cameras. They also momentarily paralyse the ninja when you are confronting him. They scramble the tank's main sensors and, following this, its main gun. The Chaff grenades also jam the missile-aiming device of the Metal Gear, reducing its precision.

inventory

MAIN items

It is a well known fact that Solid Snake is an exceptional agent. He makes the impossible happen. But he too knows what it's like to lose energy, possibly due to wounding or to a virus he might have picked up. To deal with temporary set backs, different items are scattered throughout the base to help Solid Snake regain his health and get on with his mission. Each time you pass from one level to another, these items are replaced, so if you return you can stock up with them again. As a level may be composed of different areas, for example the various floors of the Nuke Building, stocks are not replenished as you simply move from floor to floor.

DIAZEPAM

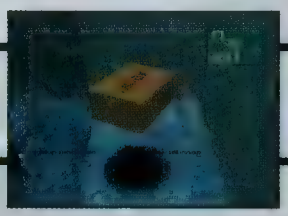
Description and function:

Involuntary trembling encountered by elite sniper shooters, due in large part to the psychological stress caused by the possibility of missing the target... Diazepam is the perfect remedy, immediately slowing down the heart rate, thus allowing the sniper to adjust aim with total control. This small capsule is a powerful sedative, which works as soon as it is swallowed. When you use the PSG1, take two Diazepam before aiming at your target thus preventing you from trembling for roughly 60 seconds. The Diazepam is stored in small boxes with packs of three capsules. You will come across the first one in the room numbered 5 in the Nuke Building B1.

To use, select Diazepam and keep the L2 button pressed down. Then press on the (● button) once to take one.

DIAZEPAM

FOOD RATIONS



FOOD RATIONS

Description and function:

The food rations are designed to replenish all or part of Solid Snake's Life Gauge when he has been injured or wounded. To use the food rations, select them holding down on the L2 button and at the same time press down once on the (● button). To avoid being low on food in a confrontation, it is best to have the rations already selected so that you can concentrate on the task at hand. As soon as your life gauge is empty, a food ration will be automatically used to save you from dying. If you are in a cold environment for a long time with your food rations selected, they will freeze rendering them temporarily useless. You can defrost them by re-heating them in the Blast Furnace or beside the hand dryer in the men' toilets in the Nuke Building B 1. As an exception to their usual location, you can sometimes get food rations when you eliminate guards.

MEDICINE

Description and function:

At a certain point in the game, a guard who has a cold will confront you. Deprived of your equipment, you will have to strangle him and this contact causes you to become infected. You start to sneeze about every two minutes. It becomes difficult to pass unnoticed in this state especially if you are in an area patrolled by guards. There is a small capsule available which, once swallowed, will cure your cold and stop you sneezing. You can find the first box of medicine in the room numbered 6 in the Nuke Building B1. To use the medicine, select it whilst simultaneously pressing the (● button).

MEDICINE

UNIQUE items

FOR AN OPERATIVE TO BE ABLE TO FUNCTION EFFICIENTLY ON THE FIELD, HE OR SHE HAS TO BE EQUIPPED WITH NEXT GENERATION TECHNOLOGY. ASIDE FROM THE WEAPONS YOU COLLECT THROUGHOUT THE GAME, YOU ALSO PICK UP DIFFERENT EQUIPMENT TO COMPLETE YOUR ARRAY OF ITEMS, RANGING FROM A MINE DETECTOR TO BODY ARMOUR. DEPENDING ON THE DIFFERENT SITUATIONS YOU ENCOUNTER, YOU HAVE TO SELECT ONE OF THESE ITEMS, EITHER TO DETECT A PARTICULAR THREAT OR TO PROTECT YOURSELF FROM DANGER. ALL THESE ITEMS ARE SELECTED FROM THE ITEMS ON THE LEFT HAND SIDE OF THE CONTROLLER. TO SELECT THEM, DISPLAY YOUR ITEMS (PRESSING THE L2 BUTTON DOWN AND USING THE DIRECTIONAL BUTTON), AND AFTER CHOOSING THE DESIRED ITEM, LET GO OF THE L2 BUTTON.

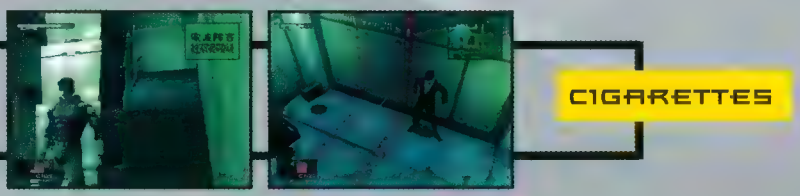
CIGARETTES

Where to get them:

The cigarettes are amongst Solid Snake's left hand side items from the start.

Description and function:

We all have our vices, and Solid Snake's is a fondness of nicotine. Wherever he goes, he always has a packet of his favourite cigarettes with him. Apart from the physical pleasure he gets from these, they also allow him to spot laser beams on his journey through the base. Smoking is bad for your health and so Snake's life gauge will go down at a rate relative to the speed at which he smokes a cigarette.



SCOPE

Where to get it:

The Scope is also amongst Solid Snake's left hand side items from the start of the mission.

Description and function:

The Scope is a pair of magnifying binoculars equipped with a very powerful zoom, which enables you to see well beyond your normal field of vision. Using it does however lock you into first person view mode, which means that you are stationary for the time it is selected so make sure you are in a safe area where an unnoticed patrolling guard won't interrupt you. Note that you can only use it when you are not moving. To use, select it and keep the (● button) pressed down to zoom in on objects and press the (X button) to zoom out.

THERMAL GOGGLES

Where to get them:

The Thermal goggles are located inside the room which is open on the catwalk in the Tank Hangar 1.

Description and function:

It is difficult to identify enemies or traps if they are concealed with optic camouflage. Despite their artificial invisibility, both the mines and the guards emit heat at different intensities. The Thermal goggles pick up all heat sources, rendering such targets visible to the user. Once you activate this piece of equipment, everything emitting heat is represented in bright red, while other objects on the screen become less defined. Aside from the mines and the guards, the Thermal goggles detect things in shaded areas like traps on the ground or laser beams. Contrary to the Scope, you can move around when using the Thermal goggles. You can also change to first person view mode for a better perspective. However, these goggles haven't got a zoom option, which means that you might have to get close to a guard or a particular area if you need greater visual detail.

inventory UNIQUE items

NIGHT VISION GOGGLES

Where to get them:

In the room numbered 4 near the high voltage switchboard in the Nuke Building B2.

Description and function:

The Night vision goggles help during night activity by electronically amplifying both ultra-violet and infra-red light to increase image clarity. The result is visibility comparable to that in broad daylight. They are particularly useful in obscure or badly lit areas. However, the Night vision goggles do not improve visibility in areas which are correctly lit and when used in such instances cause brightness similar to that produced by a Stun grenade flash. The Night vision goggles are useful in the Cave. As with the Thermal goggles, you have a choice between the game's aerial view and that of first person view mode.

NIGHT VISION GOGGLES

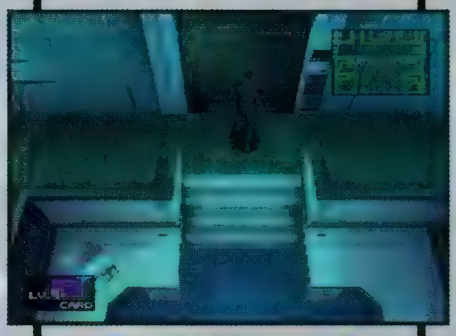
LEVEL CARDS

Where to get them:

The cards are given to you by allies and by bosses you defeat throughout the game.

Description and function:

From the Tank Hangar 1 on, you encounter metal doors which are locked. There is a number ranging from one to seven on these doors. This number corresponds to the security level of the card, which is needed to open the door. Without the relevant card you are not entitled to access the room or the new level behind the door. The items located behind these doors become more interesting as the security level of the door increases.



LEVEL CARDS

BODY ARMOUR

Where to get it:

There are two Body armours in the game. The first is in the room numbered 6 in the Nuke Building B2. The second is in the Blast Furnace in the area after the small room where there are jets of steam.

Description and function:

This Kevlar coated combat vest significantly reduces the damage caused by bullets. If you are shot when wearing the vest, the negative impact on your energy bar is less. The vest is of no use against Vulcan Raven, whose weapon is too powerful. The same applies to all explosives, be they Claymore mines, grenades or C4.

BODY ARMOUR

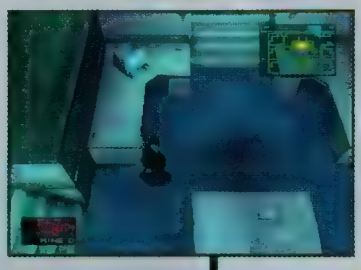
MINE DETECTOR

Where to get it:

In the room numbered 2 on the catwalk in the Tank Hangar 1.

Description and function:

Although Thermal goggles enable you to see Claymore mines buried in the ground or in the floor, they cannot define the sensor arc direction of the Claymore mines. The Mine detector, on the other hand, was designed mainly for this purpose. It indicates not only the location of the mines but also the direction of their 45° sensor arc. All this information is displayed on your radar, which you must observe at all times when using this piece of equipment. Note that the Mine detector is rendered useless when your radar is jammed. This occurs when you are using Chaff grenades or when some enemy equipment is jamming your radar.



MINE DETECTOR

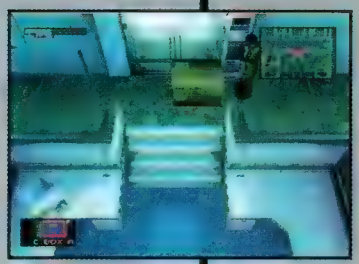
CARDBOARD BOXES A, B AND C

Where to get them:

Cardboard box A: in the room numbered 1 on the catwalk in the Tank Hangar 1.
Cardboard box B: in the room numbered 4 in the main room in the Nuke Building B1.
Cardboard box C: in the bottom left storage chamber numbered 1 in the Snowfield.

Description and function:

The Cardboard boxes are transport boxes. Each one of them has an area written on it. Their size permits Solid Snake to fit into them, thus evading the guards patrolling within the vicinity. However, if an efficient guard comes across a box, which wasn't on his path ten seconds before, he will shoot immediately. A Cardboard box located in the middle of a level raises just as much suspicion. The temperament of the guard will dictate whether or not he reacts upon seeing it. Always place yourself somewhere that does not raise suspicion, in a corner or beside some other boxes. Once in your hiding place, you can observe what's going on around you by turning to first person view mode. Your view is nevertheless limited because you are looking through a small opening in the box. You can move around whilst hidden inside the Cardboard box (you actually remain crouched down). The speed at which you move is slightly faster than when you are crawling.



CARDBOARD BOXES A, B AND C

GASMASK

GAS MASK

Where to get it:

In the room numbered 3 off the corridor with the electrified floor in the Nuke Building B2.

Description and function:

Sarin is a noxious nerve gas, which, once inhaled, disables your muscles and halts your respiratory functions, leading to death within seconds. During your mission there are three areas where this noxious gas threatens your life. The first time you encounter Sarin may be when you leave the Tank Hangar 1 via the cargo door, just before you enter the Snowfield for the first time. Unfortunately you do not have the Gas mask at this early stage of the game. So make sure to avoid the laser beams, otherwise you will meet an untimely death. The next time you may encounter the gas is in the Nuke Building 1. If the alarm sounds in this structure, the exit closes and Sarin is released from the vent shafts. When you first come through here, you do not have the Gas mask as protection. When you return however, you are equipped with the Gas mask just in case a Sarin incident occurs. The next possible encounter is when you have to pass through a corridor filled with this deadly gas in the Nuke Building B2. Although you do not have the mask when you first arrive at this level, make sure to use it when it does appear. This gives you supplementary oxygen supply providing you with more time to explore the area. Once this supply is worn out, you can still breathe because your life gauge will take over from this point on. Note that each time you use the Gas mask, you have to deselect it to take food rations or to utilise the LV Card.

inventory SPECIAL items

SOME OF THE ITEMS YOU USE HAVE ONLY ONE FUNCTION AND YOU CARRY THEM AMONGST YOUR EQUIPMENT FOR A LIMITED AMOUNT OF TIME. THE EXCEPTIONS TO THIS ARE THE CAMERA AND THE PAL KEY (WHICH YOU SHOULD HOLD ON TO PERMANENTLY). THESE ITEMS SHOULD BE USED IN PARTICULAR SITUATIONS AND ARE FREQUENTLY LOCATED IN SECRET AREAS OR ARE GIVEN TO YOU BY AN ALLY. THE DISC, FOR EXAMPLE, CANNOT BE USED BUT CONTAINS INFORMATION WHICH YOU MUST PASS ON TO YOUR SUPERIORS ONCE YOUR MISSION IS COMPLETED.

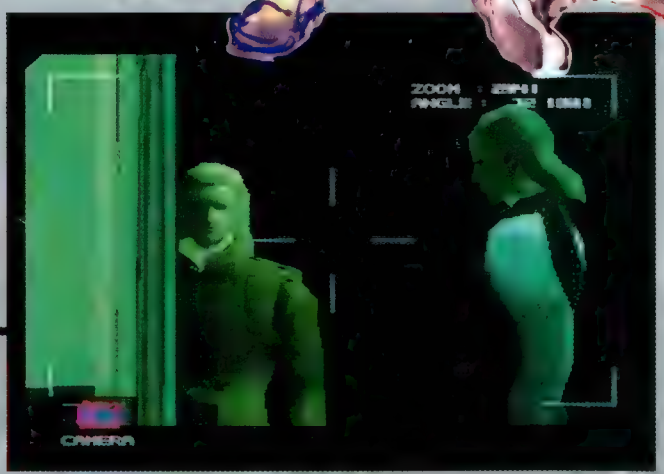
CAMERA

Where to get it:

In the room numbered 4 in the Armoury South.

Description and function:

Equipped with the same zoom option as the Scope, you can take photographs whenever you want and save them on your memory card (each photograph taking up two blocks). Afterwards, you can change the colour on your photos and name them. To use the Camera, select it and catch your subject in the frame by zooming in (● button) or by zooming out (X button) then press once on the (■ button) to take the photo. Note that this camera has a special function... To find out more, refer to the Secret File.



CAMERA

DISC

Where to get it:

In the Armoury South. After your confrontation with Revolver Ocelot, Kenneth Baker will give you the Disc before dying.

Description and function:

This optical disc contains information of the greatest importance on the Metal Gear project. The data on this disc is coded and cannot be unscrambled by any of the computers on the base. This disc cannot fall into the wrong hands. As soon as your mission is complete, the information on the disc must be passed on to your superiors. You will notice that it is permanently amongst your equipment, without you being able to use it.

ROPE

ROPE

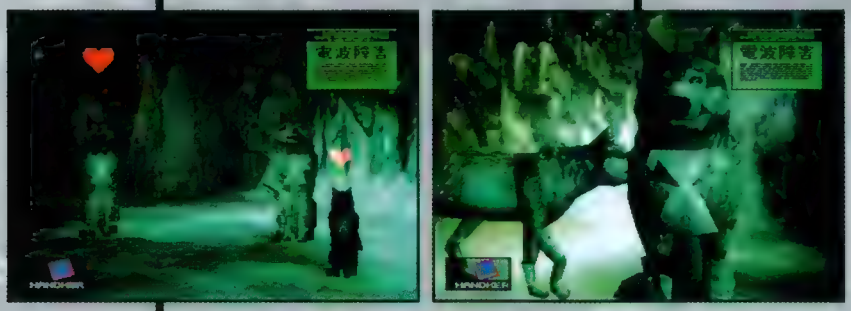
Where to get it:

In the small room just before the stairway in the Communication Tower A.

Description and function:

This rappelling rope is made from nylon fibre and was specially developed to take on extra weight. It is guaranteed not to snap. To use the Rope, select it and follow the relevant instructions.

HANDKERCHIEF



HANDKERCHIEF

Where to get it:

After the second torture session, Otacon gives you Sniper Wolf's handkerchief.

Description and function:

Otacon makes a gesture of giving you the handkerchief of his loved one, Sniper Wolf. With her odour, the Handkerchief will allow you to move around the Cave without being attacked by the Wolf-dogs. These beasts, the only true friends of Sniper Wolf, let you pass because you have the same scent as their master. You should hold onto this item up to the end of the second confrontation with Sniper Wolf.

KETCHUP

KETCHUP

Where to get it:

After the second torture session, Otacon gives you a bottle of ketchup.

Description and function:

Otacon gives you a bottle of ketchup. Compared to the other items amongst your equipment, this one certainly stands out as a little bit odd. This bottle of ketchup might get you out of a spot of bother if you use it tactfully. When you are in the cell in the Medi room, you can fake a fatal injury. Thinking he's seeing blood, the guard will open the door...

Select the Ketchup ensuring the guard doesn't see you and lie down on the floor of the cell. Press once on the (● button) to break the bottle and the Ketchup spills under your body. Johnny Sasaki, who is guarding your cell, rushes in once he sees that you are wounded. Note that if you move even for a fraction of a second when you are feigning being wounded, your plan will not work. Once you've used the Ketchup, this item is automatically removed from your equipment.

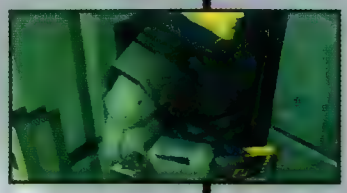
PAL KEY

Where to get it:

Meryl gives you the key in the ladies' toilets in the Nuke Building B1.

Description and function:

According to the information you have received from your superiors, there are three keys containing the necessary deactivation codes, which prevent the planned nuclear explosion. Unfortunately, it would appear that there is only one of these keys on the base. Later on, your allies inform you that there is more to this key than you may think. It transpires that the three keys are in fact one, or that the one key is three. The Pal key which carries the deactivation codes is made with thermo-sensitive technology i.e. it is made of an alloy sensitive to heat and cold. To change from one key to another, you must subject the key to a high temperature increase or a low temperature decrease. The actual colour of the key will change, indicating that you have successfully transformed the state of the key. To use the Pal key, you don't necessarily have to select it, it automatically changes according to the difference in temperature. The information on each Pal key can be read by the three computers which are in the Command Room in the Underground Base 3. To use the Pal key with the computers, wait for the key colour to change, select it and place yourself in front of its corresponding computer.



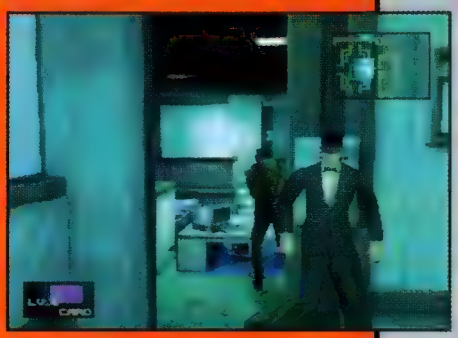
PAL KEY

infiltration AND evasion techniques

You must use both caution and discretion to avoid being spotted by the guards and exposing your location. Learn to position yourself so that you can observe the guards' movements without being noticed. The most effective form of advancing unnoticed is the chameleon technique, that of blending into various backgrounds. The Genome guards are sensitive to the tiniest noise or movement, a characteristic that can be turned to your advantage. Creating a diversion deviates their attention and can prove an indispensable tactic. You must watch where and how you walk since your footsteps may make a suspicious noise or may give away the path you have chosen. Crawling avoids either of these by enabling you to move around quietly and freely. To ensure that nobody infiltrates the base, additional surveillance includes cameras and gun cameras. These have a field of vision similar to that of the guards, but limited mechanically, sweeping from left to right. To avoid being spotted by the cameras, either exploit their blind spots or take advantage of the moment when they are not focused on your position. A multitude of traps, enemies and surveillance systems await you. To infiltrate and survive in this hostile environment, you must master the disciplines of caution, evasion and discretion.

Seeing without being seen

Most guards in all levels are continually moving, thus imposing certain barriers of movement on you and preventing you from comfortably observing your surroundings. There is a constant risk that whilst scouting a given area, a guard may come by and discover you. If you stand up against a wall or any large object (hugging) you can observe the movements of guards without their noticing you. If the guard moves parallel to your position, you can kill him before he has the time to notice your presence. To do this, firstly position yourself as close as possible to the wall you wish to hug. Then, press the Directional button in the direction of the wall. Once you are hugging the wall, you can move along diagonally whilst at the same time keeping the Directional button pressed down.



SEEING WITHOUT BEING SEEN

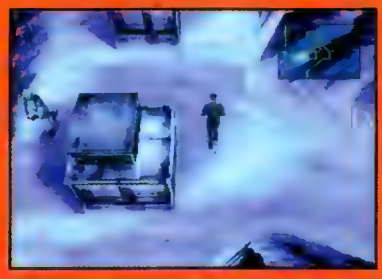
A QUICK GLANCE

A quick glance

As with the previous technique, lateral movement in first person view mode enables you to observe an area without being under threat. To do this, place yourself opposite the corner of a wall or behind a pillar getting as close as you can. Then, turn to first person view mode holding down the (▲ button) and depending on the area you wish to observe, press either the R1 button or the L1 button for a side view. Note that this is more practical when your radar is not in use.

1 900 57-3105 60

Moving around carefully and knowing when to escape

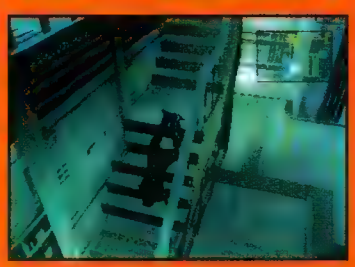


You are frequently unable to depend on your radar to locate your enemies. By turning to first person view mode you can observe their movements and identify places on your chosen path where you can hide, such as behind containers or pillars. As soon as you are sure that there are no guards in your proximity, advance from hiding place to hiding place. Remember to consider the surface you are walking on since footsteps or footprints can alert the guards. If the enemy spots you you must choose between confrontation and fleeing. Therefore, each time you enter a new environment you should define an escape route, which will take you to a new area as quickly as possible. An escape route could be a ladder, an opening in a wall, a vent shaft... If you are not totally inside the vent shaft, the pursuing guards can throw grenades at you. Remember that as long as your pursuers have you in their field of vision they will pursue you and try to kill you. It is possible to lose them by hiding behind an object.

MOVING AROUND CAREFULLY AND KNOWING WHEN TO ESCAPE

Crawling effectively

Crawling enables you to avoid being spotted in some situations. It also has the advantage of getting items positioned awkwardly. For example, the Claymore anti-personnel mines can only be collected by crawling (after you have equipped yourself with the Mine detector or the Night vision goggles, both of which indicate a mine's location). Additionally, whilst crawling, you can turn to first person view mode and observe guards' movements and your surroundings. It is highly recommended that you crawl on the metal parts of a surface in order to reduce noise. Regarding surfaces, be cautious whilst crossing the snow in the Heliport. One footprint is enough to alert the guards. In this example you have to alternate between crawling and running in order not to leave prints in the snow and to reach your goal unobserved. Although cameras and gun cameras can be jammed with a Chaff grenade or avoided by exploiting their blind spots, you can crawl under them once you stay outside their field of vision. This is nevertheless difficult. You have to lie down and wait for the camera to move away from you so that you are not in its field of vision. If this has been miscalculated, smallest of movements will be picked up and the alarm will sound. Note that when you crawl or when you are lying down (under a vehicle, under a desk or inside a ventilation shaft...), your radar does not function. You should therefore turn to first person view mode when crawling. This enables you to observe your surroundings. To crawl, press the (✖ button) and then the Directional button in the direction you wish to go.



CRAWLING EFFECTIVELY

CREATING A DIVERSION

Creating a diversion

Sometimes it is necessary to create a diversion, which will cause a guard, or guards, to change patrol pattern. To do this, hug up against a wall or container and tap on it once by pressing the (● button). On hearing the noise the guard closest to your location will approach your position. Then, simply walk in a different direction to the guard before continuing on your mission. Note that you can tap on objects standing up or hunched down.

combat TECHNIQUES

BARE HANDED COMBAT:

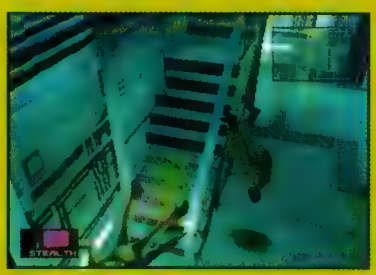
Solid Snake is an elite soldier. Intense training and invaluable experience acquired over numerous years and various missions mean he instinctively knows when it is necessary to engage in combat and when it makes sense to find an exit. Sometimes it is safer to opt for a rapid silent execution rather than a loud burst of firepower. Before commencing your mission, familiarise yourself with the different options available before eliminating one or many enemies.

Strangling

Discretion is a priority in all missions. As such, when you kill an enemy, you should do so before he has the time to sound the alarm. To do this, sneak up on the guard and quietly break his neck. The procedure consists of attacking him from behind without him noticing, then press once on the (■ button) to place your hands on his neck. Continue to press down on the (■ button) and the guard will collapse after ten presses. Note that if you touch the Directional button when sneaking up on a guard, you will throw him on to the ground instead of grabbing his neck. Note that you can use your victim as a human body shield after grabbing him. You may choose this option if ever you are spotted. To do this, drag him in your chosen direction by pressing on the Directional button. Then, place him between you and the pursuing guards. His body will take the bullets fired in your direction. Be careful though, because this human body shield will eventually fall to the ground at which point you will once again be vulnerable to enemy fire.

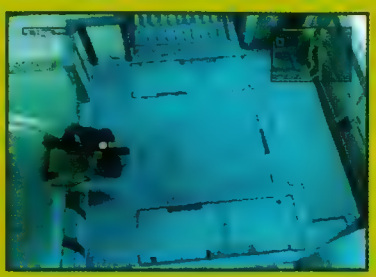
STRANGLING

THE THROW

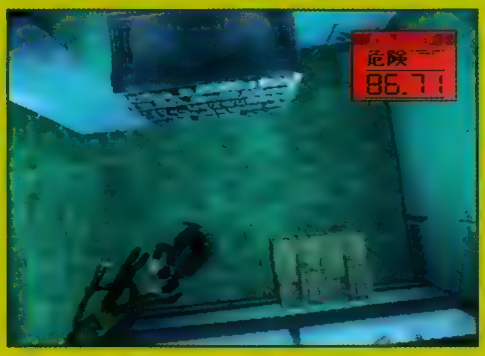


The throw

Similar to close combat fighting, the throw renders your opponent unconscious. The throw is an easier procedure to follow. You can approach your enemy from any side other than the front. It is imperative that you press the Directional button at the precise moment that you wish to throw your enemy to the ground (otherwise you will end up strangling him). When you have reached your chosen position, simply press the (■ button) once to throw your enemy to the ground. Take advantage of the throw when on a catwalk or elevated platform level.



Punching sequences



Close combat is a technique to be used in moderation. It isn't the most effective way of taking down an enemy. Close combat renders your opponent unconscious for a few seconds. Considering the temporary effect, it is recommended that you only resort to this when you are facing a single opponent. To punch an enemy you are not obliged to approach him from behind (as opposed to the strangling technique) but can position yourself on either side of him. Then press the (● button) three times to achieve the basic sequence, which consists of two punches and one kick. Following this, the guard will fall to the ground although still alive. You can intensify this sequence as follows: Pause very briefly between the second and the third time you press on the (● button), then continue pressing on this button a few more times. The sequence of your punches and kick will now add up to four punches and one kick. Although it isn't recommended to use this technique against several guards, note that if the guards are grouped together you have the option to hit them all collectively when positioned opposite them. When on a catwalk or an elevated floor level, you can kill your enemies by hitting them until they fall from the platform to their deaths.

PUNCHING SEQUENCES

ARMED COMBAT:

USE OF WEAPONS IS EXPLAINED IN DETAIL IN YOUR WEAPONS INVENTORY. NEVERTHELESS, TO ENSURE OPTIMUM USE OF YOUR WEAPONS, THIS SECTION GIVES YOU SOME ADDITIONAL PRACTICAL RECOMMENDATIONS

Quick reload

The Socom and the Fa-mas have cartridges of twelve and twenty-five bullets respectively. When continually shooting, these cartridges empty quicker than you would wish. The two or three seconds required to change cartridges can compromise your proficiency because they render you temporarily inoperative and vulnerable. To ensure that you do not run low on ammunition during a confrontation, observe the number of bullets remaining in your cartridge. Then, prior to running out of bullets, press twice on the R1 button. Your weapon will recharge automatically, permitting you to take down your opponents with fresh rounds.

QUICK RELOAD

SHOOTING WHILE RUNNING

Shooting while running

Being able to run and shoot simultaneously is a basic but highly important technique. This extremely practical approach is in fact a combination of two of your basic skills. To prepare for this procedure, select the weapon of your choice (limited to the Socom pistol or the Fa-mas rifle). If you have chosen the Socom, point the weapon ahead of you by keeping the (■ button) pressed down, then simultaneously press the (✖ button) and keep it pressed down whilst running. Direct yourself towards your opponent and shoot by means of releasing the (■ button) three times in a row. For the Fa-mas, the procedure is the same. As soon as you press the (■ button), a burst of machine-gun fire will automatically follow. To avoid wasting ammunition, you should make sure you have your chosen opponent in your line of sight before selecting your weapon. Note that when you are using any of the grenades in this way, all you need to do is run and press on the (■ button) at the correct moment (without having to keep any other button pressed down). As for weapons that automatically switch you to first person view mode, like the PSG1 or the Stinger launcher, it is not possible to run whilst firing. With the Nikita launcher, you can run with the weapon pointed straight ahead of you. You will automatically stop when you fire a missile.

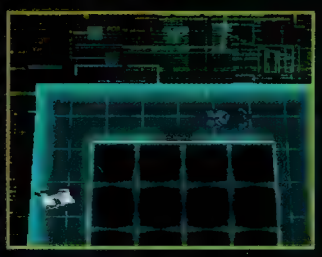
VR TRAINING

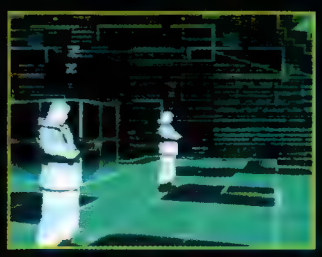
The VR Training Mode,

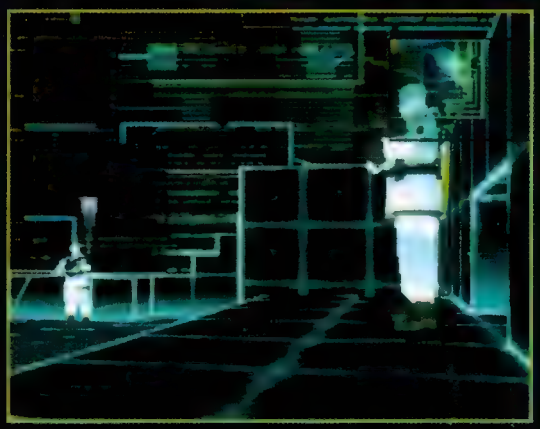
which can be selected from the options presented in the title screen is a "must" if you want to familiarise yourself with the different infiltration techniques mastered by Solid Snake. It allows you to start the game with minimum know-how and gives you the fundamental knowledge necessary to deal with different situations that you will encounter throughout the game. In each level of this training exercise, you will have to face guards, surveillance cameras, traps etc. All these elements are gathered in this training mode to perfect your ability to move around discreetly and quickly. It helps you to master tactics such as distracting a guard to make him move away from his original location. Very precise timing as well as tested trajectories, calculated to the last millimetre, will prove indispensable as you try to advance from one level to the next of VR Training

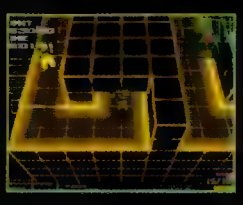
VR Training starts with the Training Mode. This is the simplest mode within this section and it has no time limit. Each level that you complete successfully will allow you to move on to the following level of Training Mode. Training Mode is made up of ten levels in total. Once you have completed this mode, the Time Attack Mode appears, mirroring exactly all ten levels in the previous mode with the addition of a time limit that you have to satisfy to access each new level. The Gun Shooting Mode, the third Training Mode, consists of all the elements in the previous modes, but also introduces the use of a fire-arm. The goal here is to eliminate a defined number of guards within a time frame and with a limited number of bullets. Once finished with Gun Shooting Mode, you continue with Survival Mode which, at a first glance, seems to be no different from the Gun Shooting mode. However, you have to complete all the levels in less than seven minutes. Last, but most definitely not least, is the Technical Demonstration. This goes over the ten levels of Gun Shooting Mode. This is a demonstration for you to observe. This simulation presents Solid Snake playing through the levels with outstanding dexterity and skill. If it seems impossible to beat the times achieved by the developers of the game, then console yourself in obtaining first place scores in the other training modes. From this point on, you can savour this learning process in order to progress through your different missions in the game without too much difficulty.

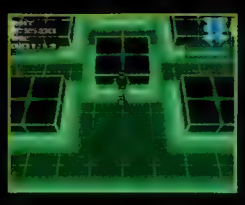
The steps required to complete each level of Time Attack Mode and Gun Shooting Mode are described in detail below, with the best possible trajectory as well as the location of your enemies and any other relevant obstacles. As for the other modes in VR Training, they follow the exact same routine as the ones detailed below, so refer to the corresponding pages for any necessary information.

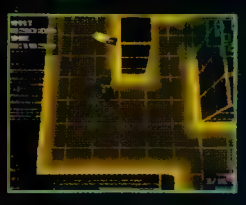












TIME ATTACK MODE

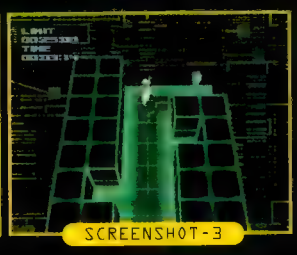
Although this stage is not very demanding, it nevertheless requires speed and good positioning during hand to hand combat.
Start by running diagonally towards the middle passage (screenshot 1) and continue on whilst staying slightly to the right of the dividing line in the middle of this passage (screenshot 2). Following this approach you will arrive on the right of the guard (screenshot 3) and when at his level, throw the guard (■ button), (screenshot 4). Once the guard no longer presents a threat, go to the right to make it as quickly as possible to the finishing vortex (screenshot 5).

TIME LIMITED TO TWENTY SECONDS

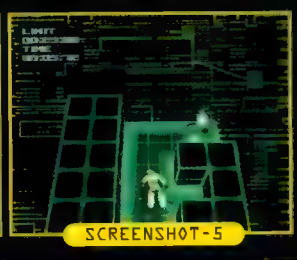
NUMBER OF GUARDS: ONE
NUMBER OF CAMERAS: NONE
TRAPS: NONE
NECESSARY SKILLS: RUNNING, GUARD FLIPPING

SCREENSHOT-1

SCREENSHOT-2


SCREENSHOT-3

SCREENSHOT-4


SCREENSHOT-5

NOTE : The trajectories indicated are for **TIME ATTACK MODE**

SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

SCREENSHOT-4

VR TRAINING

GUN SHOOTING MODE

TIME LIMITED TO FIFTEEN SECONDS

NUMBER OF GUARDS: ONE
NUMBER OF BULLETS: FIVE
NUMBER OF CAMERAS: NONE
TRAPS: NONE
NECESSARY SKILLS: SHOOTING WHILST RUNNING, CORNER SKIMMING

To achieve record timing, it is imperative that you acquire perfect shooting accuracy when running towards the enemy. To do this, keep the (X button) pressed once you have selected your weapon (■ button) and press the Directional button in whichever direction you wish to run. Considering your time limit, it is best to have the (X button) permanently pressed. The guards die after three bullets hit them. You get a time bonus relative to the number of bullets you have left over when you reach the finishing vortex. Firstly, go to the passage by skimming the right corner of the left wall (left on the map), (screenshot 1) and as soon as you have passed this point, quickly fire three shots at the guard (screenshot 2). Continue running straight ahead of you (screenshot 3), and make it to the finishing vortex by skimming the left corner of the right wall (right on the map), (screenshot 4).

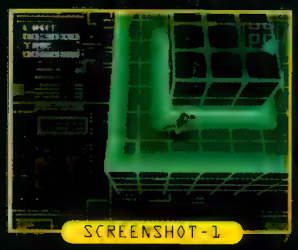
LEVEL 2

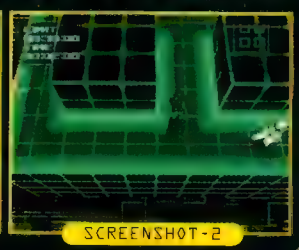
TIME ATTACK MODE

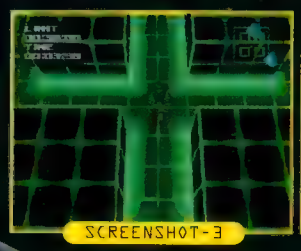
Use an identical strategy for this second stage. Although there is one extra guard, the area to move around in is considerably larger.
Run to the right, maintaining from the beginning a constant distance from the wall above you (screenshot 1). Close to the lower right hand corner of the block on your left, move diagonally up to the middle passage (screenshot 2). Advance, following the dividing line in the middle of the passage (screenshot 3) to the top and as soon as the guard above you is within reach, throw him on the ground (screenshot 4). This done, immediately turn to the right and you will make it to the finishing vortex before the guard at the bottom notices you (screenshot 5).

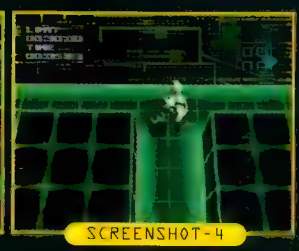
TIME LIMITED TO TWENTY FIVE SECONDS

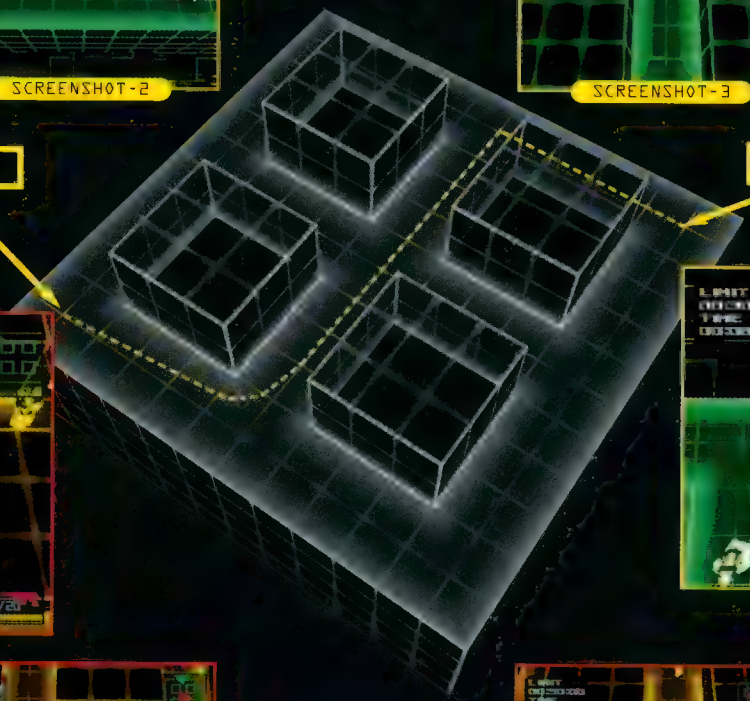
NUMBER OF GUARDS: TWO
NUMBER OF CAMERAS: NONE
TRAPS: NONE
NECESSARY SKILLS: RUNNING, GUARD FLIPPING


SCREENSHOT-1


SCREENSHOT-2


SCREENSHOT-3


SCREENSHOT-4



SCREENSHOT-1

SCREENSHOT-5

SCREENSHOT-2

SCREENSHOT-3

SCREENSHOT-4

SCREENSHOT-5

GUN SHOOTING MODE

TIME LIMITED TO FORTY SECONDS

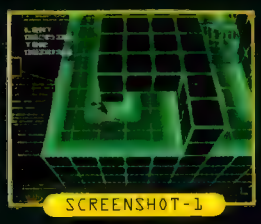
NUMBER OF GUARDS: FOUR
NUMBER OF BULLETS: TWENTY
NUMBER OF CAMERAS: NONE
TRAPS: NONE
NECESSARY SKILLS: SHOOTING WHILST RUNNING, CORNER SKIMMING

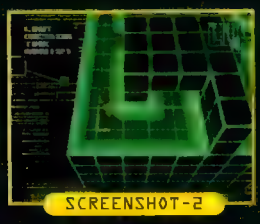
The close proximity of the four guards may seem difficult to manage. However, if you stay outside their field of vision you will quite easily succeed in killing them before they know what is happening.
Firstly, go up the left passage, moving along the far left edge of the area, and stop at the same level as the middle passage (screenshot 1). Fire three shots to eliminate the guard on your right (screenshot 2). Then advance to your right, and position yourself at the top left corner of the bottom left block, so as to be able to take down the guard located further down on the right (right on the map), (screenshot 3). Then, position yourself at the intersection of the four passages and eliminate the guard above you (screenshot 4). After this, go down towards the bottom left corner of the lower right block, and turn to the left (left on the map) to eliminate the last guard (screenshot 5). Go back up the middle passage and turn right to make it to the finishing vortex.

TIME ATTACK MODE

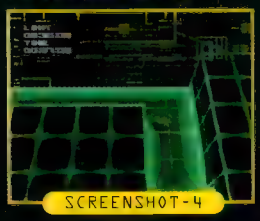
In order to achieve your objective on this level, you will use the skills which you have already mastered and you will have to crawl under a tunnel (this allows you to avoid the last guard). You will also have to skim the corners of the blocks without grazing them. This will save time.

Firstly, run to the left, moving parallel to the block on your right (screenshot 1), then access the left passage by skimming the corner (cutting the corner without touching or grazing it) on the bottom left of the map (screenshot 2). Continue advancing up to the guard and place yourself slightly to the right before throwing him (screenshot 3). Then, after moving along the block on your right, move down diagonally into the middle passage (screenshot 4). Place yourself in front of the left half of the tunnel (screenshot 5), and crawl under it. While you are crawling, direct yourself up and to the left of the exit (screenshot 6). Once out of the tunnel, stand up as soon as possible and run to the finishing vortex (screenshot 7).


SCREENSHOT-1


SCREENSHOT-2

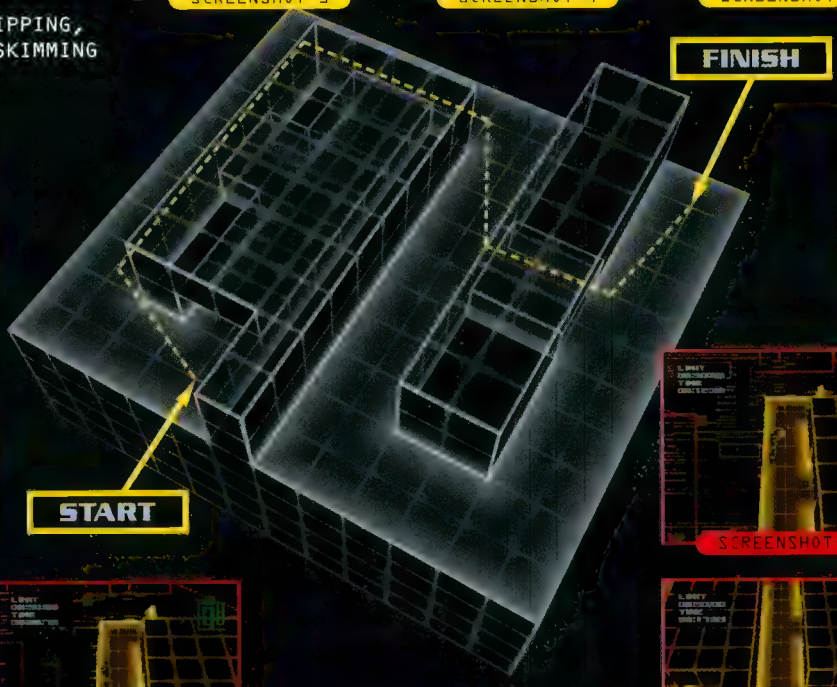
SCREENSHOT-3


SCREENSHOT-4

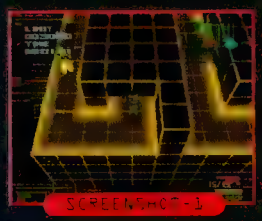
SCREENSHOT-5

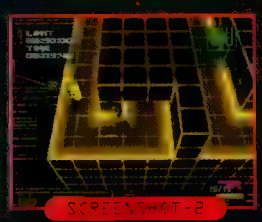
SCREENSHOT-6

TIME LIMITED TO THIRTY SECONDS
NUMBER OF GUARDS: TWO
NUMBER OF CAMERAS: NONE
TRAPS: NONE
NECESSARY SKILLS:
RUNNING, GUARD FLIPPING, CRAWLING, CORNER SKIMMING



SCREENSHOT-7


SCREENSHOT-1


SCREENSHOT-2

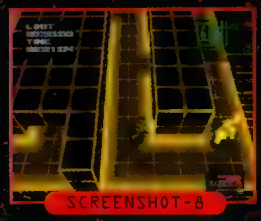
SCREENSHOT-5

SCREENSHOT-6

SCREENSHOT-3

SCREENSHOT-4

SCREENSHOT-7


SCREENSHOT-8

GUN SHOOTING MODE

TIME LIMITED TO FORTY SECONDS
NUMBER OF GUARDS: THREE
NUMBER OF BULLETS: FIFTEEN
NUMBER OF CAMERAS: NONE
TRAPS: NONE
NECESSARY SKILLS: CREATING A DIVERSION, SHOOTING DIAGONALLY AROUND CORNERS

The key word on this level is diversion because two of the three guards present can only be eliminated if they leave their original position. Also note that shooting diagonally can come in very handy if your positioning is correct. Once this level starts, hug the top wall and tap it once (screenshot 1). This will alert the guard in the passage. Whilst creating this diversion, position yourself at the corner of the wall you just tapped (screenshot 2), point your weapon ahead of you and the gun will automatically lock on the guard. Take him down with three shots (screenshot 3). Don't wait for the guard to fall on the ground, continue up the passage, moving parallel to the wall and position yourself on the fourth tile from the top (screenshot 4). Fire diagonally to the right and the second guard will die (screenshot 5). Continue to the right and go down the middle passage, stop very briefly to hug the wall just above the entrance to the tunnel and tap it once (screenshot 6). At the same time, go down to the bottom left corner of the right block (screenshot 7), and as soon as the guard is opposite you, fire three shots at him (screenshot 8). Now go to the passage on the extreme right to make it to the finishing vortex.

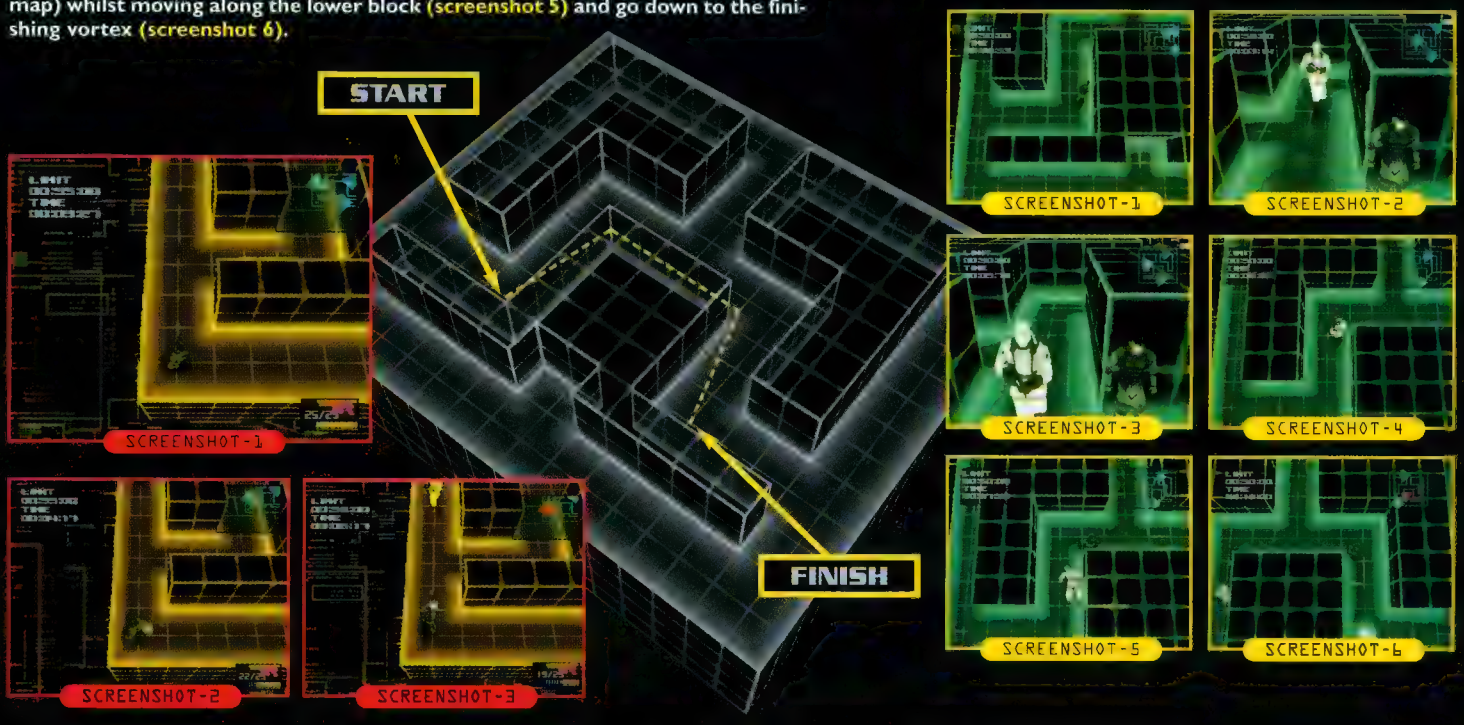
LEVEL 4

TIME ATTACK MODE

To reach your goal on this level you must surprise the guard coming in your direction. To do this, wait on the corner of the passage he is coming down. Patience and precision positioning are indispensable in order to achieve a perfect path to the finishing vortex.
Move up diagonally to the corner of the block on the right above you (screenshot 1). Hug this block (direction to the right), positioning yourself just on the edge while waiting for the guard (screenshot 2). Wait until he just about passes your location (screenshot 3), then leave your hiding place, Directional button up, to throw him on to the floor (screenshot 4). Then run to the right (right on the map) whilst moving along the lower block (screenshot 5) and go down to the finishing vortex (screenshot 6).

TIME LIMITED TO FORTY SECONDS

NUMBER OF GUARDS: THREE
NUMBER OF CAMERAS: NONE
TRAPS: NONE
NECESSARY SKILLS: RUNNING, GUARD FLIPPING



GUN SHOOTING MODE

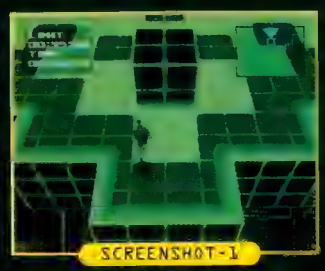
TIME LIMITED TO FORTY FIVE SECONDS

NUMBER OF GUARDS: FIVE
NUMBER OF BULLETS: TWENTY FIVE
NUMBER OF CAMERAS: NONE
TRAPS: NONE
NECESSARY SKILLS: ABILITY TO RAPIDLY CHANGE THE ANGLE OF YOUR LOCK-ON, TO RUN AND PRECISION POSITION YOURSELF CORRECTLY

Although the number of enemies present has increased since your last visit here, they can be quickly eliminated as long as you head in their direction. As with the previous levels, shots aimed to the nearest millimetre are recommended as well as speed when changing your target. Before this level starts, prepare to shoot whilst running. To do this press down the (X button) from the beginning and keep it held down throughout this level. Firstly, move to the left (left on the map), then go down the far left passage and position yourself at the centre of the four bottom tiles (screenshot 1). Eliminate the guard on the right (right on the map). He is not actually visible on the screen (screenshot 2). Immediately afterwards, point your weapon at the top of the screen to take down the second guard (screenshot 3). Without waiting for him to fall down, come back up immediately and move onto the passage on your right. Then move up along the wall on the left (left on the map), (screenshot 4). Turn to the right (right on the map) and eliminate the two guards on the right one after the other (screenshot 5). This done, move to the right and position yourself with your back to the large bottom block (screenshot 6). Your weapon will automatically lock on the guard at the top, fire three shots and go down to your right towards the finishing vortex (screenshot 7).

VR TRAINING
TIME ATTACK MODE

A very large part of the floor area on this level is sensitive to the smallest of movements, so it is imperative that you move in a fluid manner, respecting the recommended trajectory to the finest detail. Additionally, you are to follow your route in such a way that none of the guards have the time to see you. Start by going up to the bottom left corner of the block above you (screenshot 1). Tap the block so that the guard higher up moves to the right (right on the map) and go on up to your left (screenshot 2). Continue along the left side of the block (screenshot 3). Once the block is behind you, whilst continuing to go up, position yourself in the middle of the area (screenshot 4). Continue on up from this point and you will make it to the finishing vortex (screenshot 5).


SCREENSHOT-1

SCREENSHOT-2

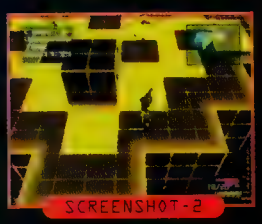
SCREENSHOT-3

SCREENSHOT-4

TIME LIMITED TO THIRTY SECONDS

NUMBER OF GUARDS: THREE
NUMBER OF CAMERAS: NONE
TRAPS: PARTS OF THE FLOOR WHICH MAKE NOISE WHEN YOU WALK ON THEM
NECESSARY SKILLS: RUNNING, CREATING A DIVERSION, PERFECT TRAJECTORIES

SCREENSHOT-1


SCREENSHOT-2

SCREENSHOT-3

SCREENSHOT-4

SCREENSHOT-5

SCREENSHOT-6

SCREENSHOT-5

SCREENSHOT-7

SCREENSHOT-8

VR TRAINING
GUN SHOOTING MODE

TIME LIMITED TO FORTY SECONDS

NUMBER OF GUARDS: FOUR
NUMBER OF BULLETS: TWENTY
NUMBER OF CAMERAS: NONE
TRAPS: LARGE PARTS OF THE FLOOR MAKE NOISE ONCE YOU WALK ON THEM
NECESSARY SKILLS: WAIT FOR YOUR ENEMIES TO APPROACH, ELIMINATE THE GUARDS WITHOUT BEING SEEN

This level has changed since Time Attack Mode. There is one extra guard and all guards come in your direction at the same time. Rather than approaching the guards, wait for them to continue in your direction. Then shoot them before they see you. The large number of tiles which amplify the sound of your footsteps pose no great threat as long as you are out of the guards' field of vision. Start by going to your right, avoiding the two groups of yellow tiles close to the block (screenshot 1). Then point your weapon at the guard to your far right and eliminate him (screenshot 2). As soon as you have fired your three shots, change target and shoot down the guard on the left (screenshot 3). Then, come back to below the block and position yourself to the left (left on the map) of it, close to the lower left edge of this area (screenshot 4). Eliminate the guard on the left who is going back up towards the top of the screen (screenshot 5), then move diagonally up towards your left (screenshot 6) and stay close to the yellow tiles. Eliminate the last guard, who is up and to your left (screenshot 7), then run towards the top of the screen to get to the finishing vortex (screenshot 8).

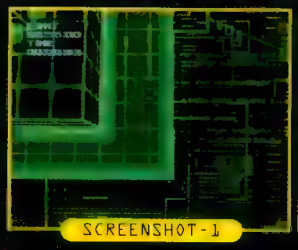
LEVEL 6

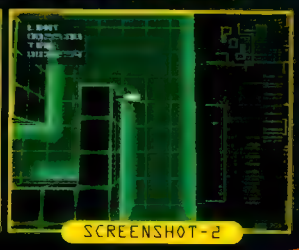
TIME ATTACK MODE

There are no guards on this level. Instead you will encounter six cameras looking out for anything suspicious. By exploiting the blind spots of the cameras and reducing the distance you have to cover, this surveillance system will no longer pose a problem. To begin, advance straight ahead maintaining a constant distance between yourself and the wall on your left (screenshot 1). As soon as you can see the right corner of the wall on your screen, move up diagonally and to your left (screenshot 2) arriving just to the left of the camera which is located higher up (screenshot 3). Now go up towards the camera at the top of this area, go under it (screenshot 4) and then immediately to your left to make it to the finishing vortex (screenshot 5).

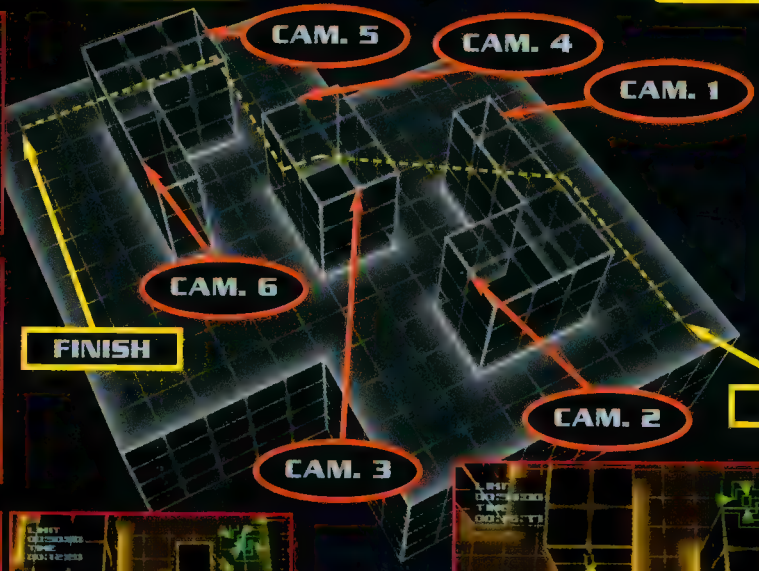
TIME LIMITED TO FORTY FIVE SECONDS

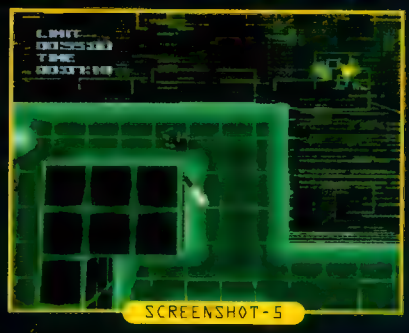
NUMBER OF GUARDS: NONE
NUMBER OF CAMERAS: SIX
TRAPS: NONE
NECESSARY SKILLS: RUNNING, PERFECT TRAJECTORIES





NOTE: in GUN SHOOTING MODE cameras n°2 and n°5 are not present.





GUN SHOOTING MODE

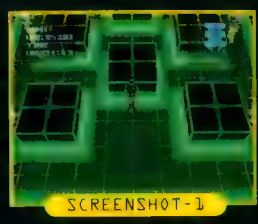
TIME LIMITED TO FORTY SECONDS

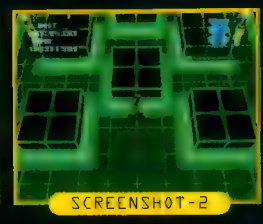
NUMBER OF GUARDS: THREE
NUMBER OF BULLETS: FIFTEEN
NUMBER OF CAMERAS: FOUR
TRAPS: ELIMINATE YOUR ENEMIES OUTSIDE OF THE CAMERA'S FIELD OF VISION
NECESSARY SKILLS: ANTICIPATE THE MOVEMENTS OF THE GUARDS, TAKE ADVANTAGE OF THE CAMERAS' BLIND SPOTS

The major difficulty on this level stems from the surveillance cameras. You not only have to stay outside of their field of vision, but you must also eliminate the guards without the cameras seeing them dying. Therefore, you must remain at a safe distance when ridding yourself of the guards, always moving under the cameras to avoid them spotting you. From the start, go underneath the camera which is on top of the wall on your left (screenshot 1) and wait there until the guard on your left goes back down. As soon as he motions to return, go behind him and eliminate him (screenshot 2). Without changing position, turn towards the top of the screen and shoot down the second guard (screenshot 3). Then go to the bottom wall and take down the guard on the left (left on the map) who can't see you (screenshot 4). Then move under the camera on the left (left on the map) (screenshot 5) and continue your journey towards the block on the far left. Go to the far-left passage, moving along the left wall of this block so as to pass beneath the camera unnoticed (screenshot 6). You can now make it to the finishing vortex without any problems.

TIME ATTACK MODE

A lot less difficult than it appears, this level demands that you react quickly when the guards change position so that you can move from one block to another.
Start by going up to the block in front of you, making sure to arrive at the line dividing it in half (screenshot 1). Then, before going up to the next block above you, turn to the right (right on the map) so as to be ready for your next move (screenshot 2). Then, just before the guards turn, move along the right (right on the map) of the block you are presently under, and go up to the next one above it (screenshot 3). As you did previously, position yourself in the centre, and look out for the right moment to leave this position (screenshot 4). Then quickly go up to the finishing vortex higher up (screenshot 5).


SCREENSHOT-1


SCREENSHOT-2

SCREENSHOT-3

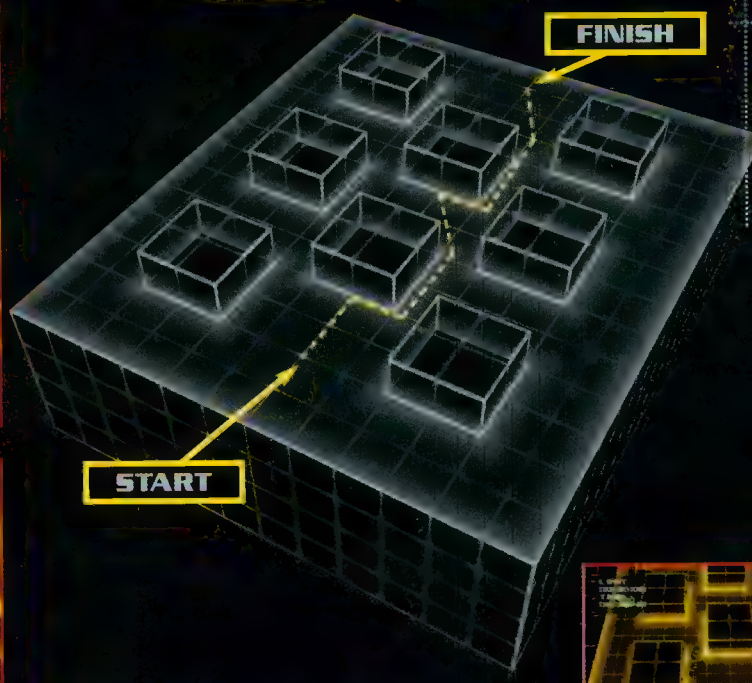
SCREENSHOT-4

SCREENSHOT-5

SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3



TIME LIMITED TO THIRTY SECONDS
NUMBER OF GUARDS: SIX
NUMBER OF CAMERAS: NONE
TRAPS: NONE
NECESSARY SKILLS:
RUNNING, PRECISION TIMING

SCREENSHOT-4

SCREENSHOT-5

SCREENSHOT-6

GUN SHOOTING MODE

TIME LIMITED TO THIRTY SECONDS
NUMBER OF GUARDS: SIX
NUMBER OF BULLETS: THIRTY
NUMBER OF CAMERAS: NONE
TRAPS: NONE
NECESSARY SKILLS: PRECISION TIMING WHEN CHANGING TARGET, RAPIDLY ELIMINATE THE GUARDS ONE AFTER THE OTHER

This level is difficult because there is a limited space in which to manoeuvre and a large number of guards. Excellent timing is absolutely necessary to make it past the guards in one piece. Therefore, as soon as this level begins keep the (■ button) pressed down, so that the laser will already be activated and will lock on the guard above you. Keep your thumb on the Directional button, so that you can change direction (whilst stationary) and move from one guard to another without wasting time. Already having a lock on your first target, eliminate him immediately (screenshot 1). Then turn to your right (without moving position) to take down the guard on your right (screenshot 2) and as soon as you have fired your last shot, turn to your left (without changing position) to eliminate the guard on your left (screenshot 3). Climb close to the block up and on your left and aim at the guard above you on your left, (screenshot 4), then eliminate him. Then take down the guard on your right (screenshot 5). After this, aim your weapon at the guard positioned behind one of the blocks on your left and eliminate him (screenshot 6). Now you can make your way quickly to the finishing vortex at the top of the screen.

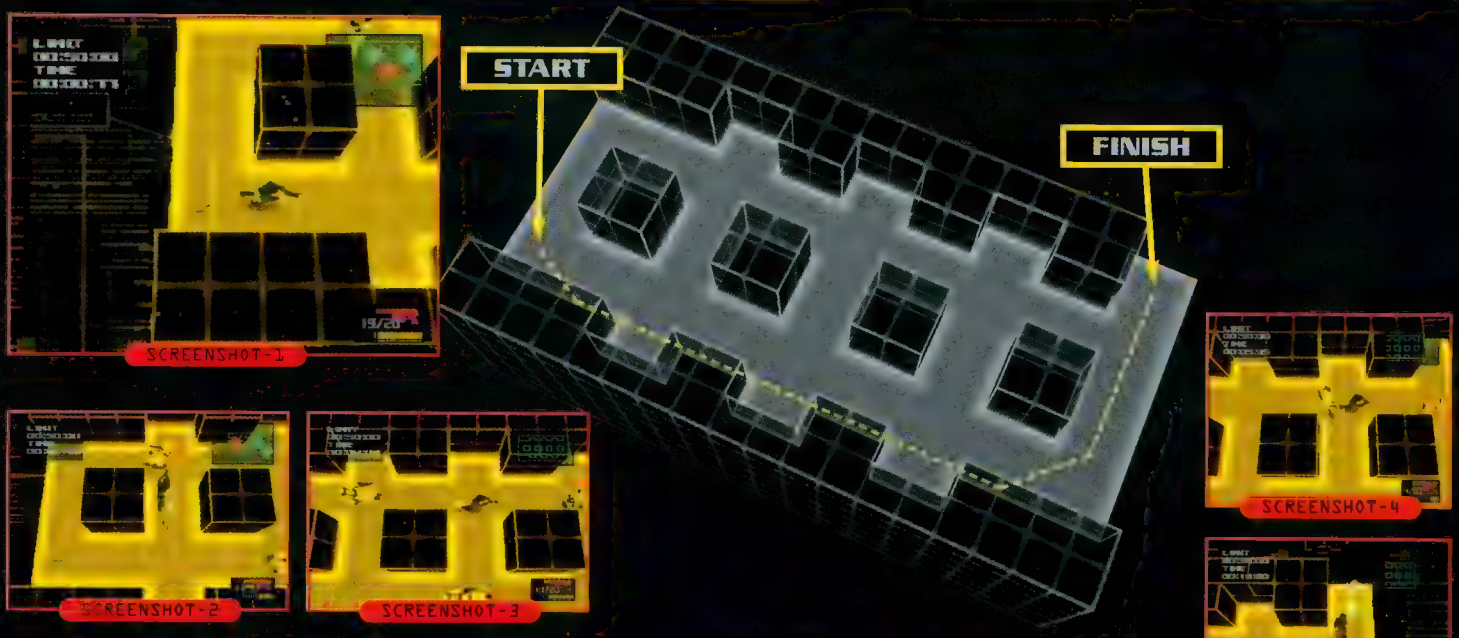
LEVEL 8

TIME ATTACK MODE

This is one of the least demanding levels. All you have to do is go along the bottom wall to be beyond the three guards' line of sight and then run back up to the finishing vortex. Firstly, go down diagonally to the bottom wall (screenshot 1) without stopping, advance to the right (right on the map) moving along the wall (screenshot 2). At the level of the start of the last block, continue towards the right diagonally crossing (screenshot 3). Once you reach the block, advance up, moving along the right side of the block (on your left). By doing this, you will pass the last guard before he has the time to spot you (screenshot 4). Continue on to the finishing vortex (screenshot 5).

TIME LIMITED TO TWENTY FIVE SECONDS

NUMBER OF GUARDS: THREE
NUMBER OF CAMERAS: NONE
TRAPS: YOU LEAVE FOOTPRINTS IN THE SNOW WHICH CAN BE NOTICED BY THE GUARDS
NECESSARY SKILLS: RUNNING, CORNER SKIMMING



GUN SHOOTING MODE

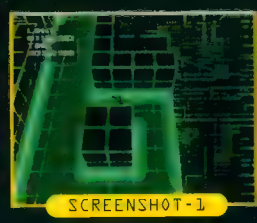
TIME LIMITED TO FORTY SECONDS

NUMBER OF GUARDS: FOUR
NUMBER OF BULLETS: TWENTY
NUMBER OF CAMERAS: NONE
TRAPS: FOOTPRINTS IN THE SNOW
NECESSARY SKILLS: SHOOTING WHILST RUNNING, MOVING ALONGSIDE THE CORNERS OF BLOCKS

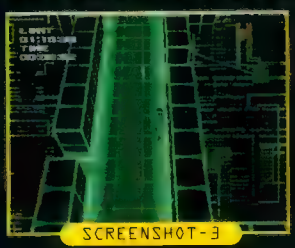
The footprints you leave in the snow don't pose a real threat. The challenge is to eliminate all the guards on this level whilst running at the same time. To do this, keep the (X button) permanently pressed down, allowing you to move and shoot simultaneously. You should skim the corners of the blocks you pass. This will save you precious seconds on your time score. In addition, the fact that you can shoot whilst running means that, of the four enemies present here, you'll end up shooting down three of them without them even noticing you. Whilst moving to the right (screenshot 1), fire three shots at the same time, taking down the guard on the right (right on the map). Then go up between the first two blocks above you and eliminate the second guard as soon as you are heading up in his direction (screenshot 2). Straight after this, go to your right, moving along the second block and, after recharging your weapon, R1 button two times, fire to the right (right on the map) eliminating the third guard (screenshot 3). Continue on your path towards the right of the screen and eliminate the last guard on the right (right on the map) who is outside your field of vision (screenshot 4). Continue on up to the finishing vortex, which is on the top right corner of the screen (screenshot 5).

TIME ATTACK MODE

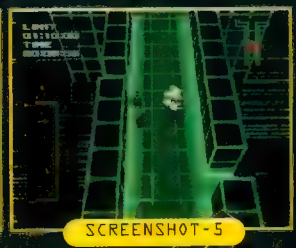
This level calls on the skills you used on levels 5 and 7, namely creating a diversion and anticipating the guards' movements. To progress successfully through this level, quick and precise movements come highly recommended. Move along the passage which goes to the right (right on the map) of the block (screenshot 1), then go along the wall on the right (right on the map) up about five tiles (screenshot 2). Hug the wall by pressing the Directional button to the right, then tap on the wall (● button) once, to make the guard move (screenshot 3). As soon as you have finished tapping the wall, move diagonally towards the left wall (left on the map), (screenshot 4) and you will pass the guard without his noticing you (screenshot 5). Continue on up, then move around to the left (left on the map) side of the block in front of you and position yourself at the top left hand corner of this block (screenshot 6). Just before the guard on your right turns to the right (right on the map), leave your position to go directly to the finishing vortex (screenshot 7).

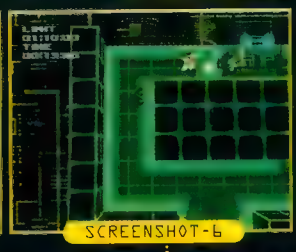

SCREENSHOT-1

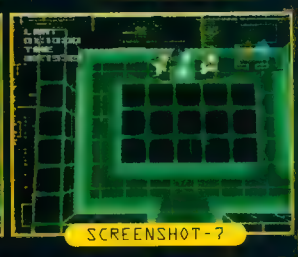
SCREENSHOT-2


SCREENSHOT-3

SCREENSHOT-4

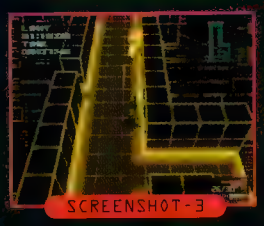

SCREENSHOT-5

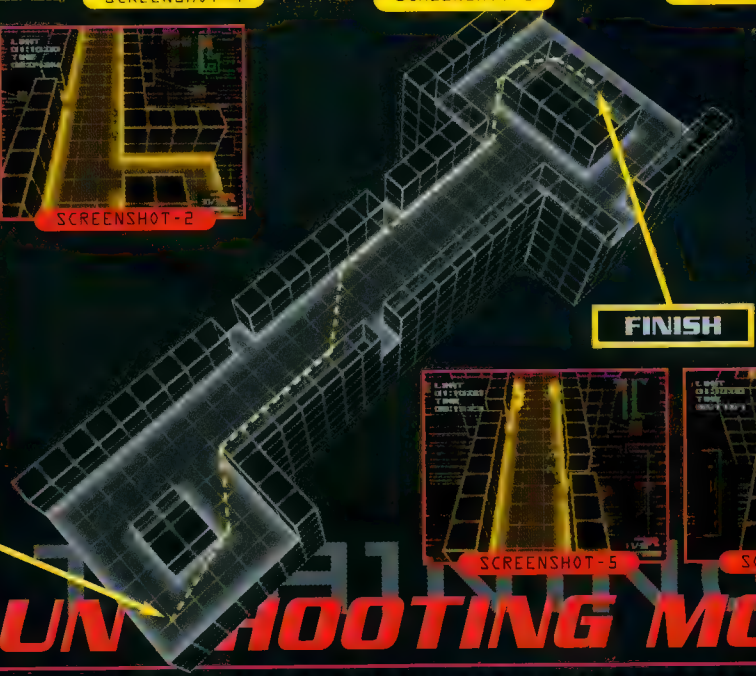

SCREENSHOT-6


SCREENSHOT-7

SCREENSHOT-1

SCREENSHOT-2

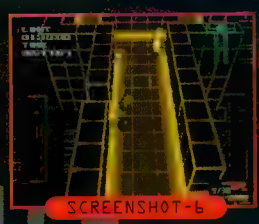

SCREENSHOT-3

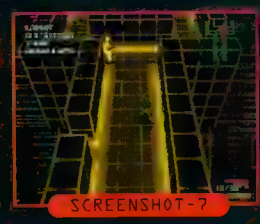


TIME LIMITED TO ONE MINUTE

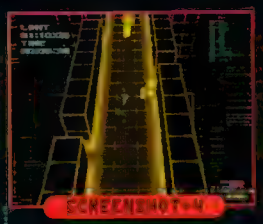
NUMBER OF GUARDS: THREE
NUMBER OF CAMERAS: NONE
TRAPS: NONE
NECESSARY SKILLS: RUNNING, CREATING A DIVERSION, PERFECT TRAJECTORIES, PRECISION TIMING

SCREENSHOT-5


SCREENSHOT-6


SCREENSHOT-7

GUN SHOOTING MODE


SCREENSHOT-4

TIME LIMITED TO ONE MINUTE

NUMBER OF GUARDS: SIX
NUMBER OF BULLETS: THIRTY
NUMBER OF CAMERAS: NONE
TRAPS: NONE
NECESSARY SKILLS: CREATING A DIVERSION, SHOOTING DIAGONALLY

On this level it is absolutely essential that you have complete control of all skills developed up to this point. In particular, precision positioning and changing aim from one target to another. You have to create a diversion so that the guard standing watch above you leaves his position. Then, when shooting at the three guards who automatically follow, make sure to be on the same line as them so that you don't waste time adjusting your aim. This does mean repositioning yourself three times. The last two enemies, alerted by the death of their fellow soldiers, will come towards you. It is at this point that you will have to find the best angle from which to shoot at them diagonally. To avoid being targeted whilst unprepared, make sure to recharge your weapon each time you have eliminated two enemies. Firstly, position yourself in front of the second tile of the right (right on the map) wall (screenshot 1). Immediately hug this wall (direction to the right) and tap it once (screenshot 2). Then move up one tile. The guard will then leave his position to investigate the noise and as soon as he starts to move, eliminate him (screenshot 3). After this, move up the passage, placing yourself in the middle but make sure to be outside the oncoming guard's field of vision (screenshot 4). Three shots will be enough to take him down. Now recharge your weapon and move to just above the position of the first guard. From this position eliminate the guard coming down on the right (right on the map) and do the same for his friend on the left (left on the map), (screenshot 5). After this, position yourself above the crevice in the left (left on the map) wall and, after recharging for a second time, laser-aim your weapon at the guard on your right, who has been alerted (screenshot 6) and eliminate him. Before he has fallen down, go to the right wall and aim at the last guard on your left (screenshot 7). Now go up to the finishing vortex via the right (right on the map) side of the last block

LEVEL 10

TIME ATTACK MODE

The last in this training mode, this level presents a significant challenge, because all your skills will be put to the test. In addition, this level introduces two spotlights which are permanently sweeping the room.
To start, go diagonally to your right (screenshot 1), position yourself against the bottom wall in front of the platform so that you will be outside the guard's line of sight (screenshot 2). Then, wait until he is looking straight ahead before climbing the platform and throwing him on the floor (screenshot 3). Advance straight ahead, staying on the middle line of the platform and once at the top, move diagonally to your left making sure to skim the corner of the wall where the camera is located (screenshot 4). This will ensure that you avoid being spotted by the camera. Continue on left, then climb the platform where the finishing vortex is to be found (screenshot 5). The guard patrolling on your left will not have the time to notice you coming.
You have completed the ten levels of Time Attack Mode. Now test your reflexes and shooting accuracy by going to Gun Shooting Mode.

TIME LIMITED TO FIFTY SECONDS

NUMBER OF GUARDS: THREE
NUMBER OF CAMERAS: TWO
TRAPS: AVOID THE SPOTLIGHTS SWEEPING THE CENTRE OF THIS AREA
NECESSARY SKILLS: RUNNING, GUARD FLIPPING, PERFECT TRAJECTORIES, PRECISION TIMING, CORNER SKIMMING

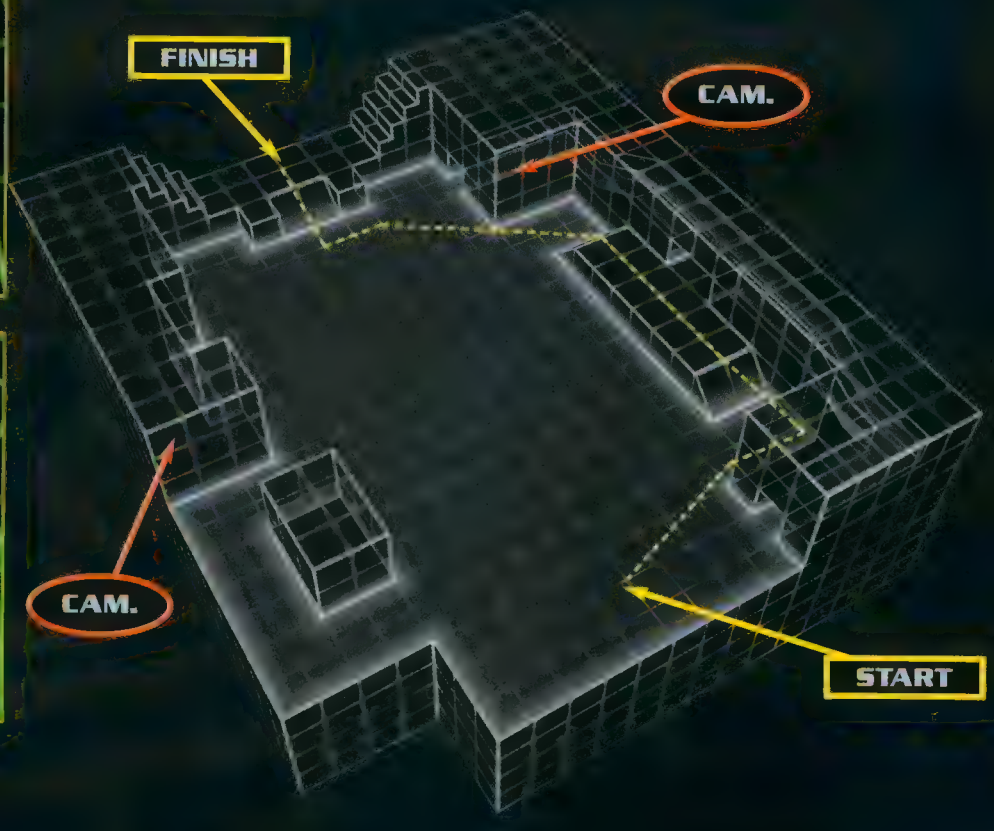
SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

SCREENSHOT-4

SCREENSHOT-5



GUN SHOOTING MODE

TIME LIMITED TO ONE MINUTE AND TWENTY SECONDS
NUMBER OF GUARDS: SIX
NUMBER OF BULLETS: THIRTY
NUMBER OF CAMERAS: TWO
TRAPS: AVOID THE SPOTLIGHTS
NECESSARY SKILLS: SHOOTING DIAGONALLY

SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

SCREENSHOT-4

SCREENSHOT-5

SCREENSHOT-6

SCREENSHOT-7

SCREENSHOT-8

SCREENSHOT-9

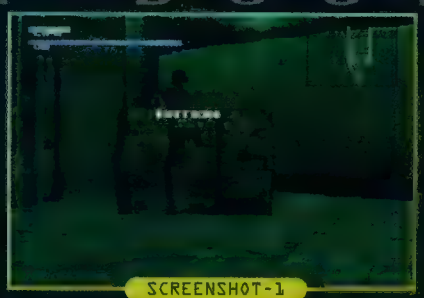
SCREENSHOT-10

You have made it to the final level, this concludes the Gun Shooting Mode. There is maximum security on this level, which demands all the skills you have learnt up to this point. The two cameras are easy to avoid but it is not so simple for the other obstacles. Five of the six guards are continually in motion (with two of them positioned on a level above you) and the two spotlights are also searching. The challenge you are about to face is very difficult.
Firstly, move diagonally to the block on your left and position yourself against it (screenshot 1). Wait there for the guard coming from the left (left on the map) and eliminate him (screenshot 2). Stay in this position. The second guard will come down to investigate. Aim your weapon to the top of the screen and eliminate him (screenshot 3). Immediately after this, move up and position yourself at the right corner of the block on which the camera is mounted (screenshot 4) and aim to the top and right (right on the map). Your lock-on can now locate the third guard (screenshot 5), eliminate him. Then, continue on up, moving along the wall on your left and stop close to the stairs (screenshot 6). Laser-aim at the guard who is coming down and fire three shots (screenshot 7). Quickly go to your right, just in front of the platform (screenshot 8) and eliminate the guard below you and to the right (right on the map), (screenshot 9). Then climb the platform and move to your right in order to eliminate the guard who is sleeping at the far bottom end of this higher level. Continue on down and as soon as your radar indicates your last enemy, make sure to be on the same line as him, eliminating him without him being within your field of vision (screenshot 10). Go back down the stairs and make your way towards the finishing vortex.

1- THE DOCK

THE NUCLEAR WEAPONS DISPOSAL FACILITY ON SHADOW MOSES ISLAND IN ALASKA'S FOX ARCHIPELAGO HAS BEEN TAKEN OVER BY A RUTHLESS AND WELL-ARMED GROUP OF NEXT GENERATION SPECIAL FORCES LED BY MEMBERS OF FOXHOUND. THEIR DEMANDS ARE STRAIGHTFORWARD: IF WITHIN 24 HOURS THEIR WISHES ARE NOT MET, THEY WILL LAUNCH A NUCLEAR WARHEAD. REFUSING TO GIVE IN TO THIS THREAT, THE US GOVERNMENT DECIDES TO CALL ON AN OLD MEMBER OF FOXHOUND, SOLID SNAKE. HIS MISSION IS TWOFOLD. INFILTRATE THE NUCLEAR DISPOSAL SITE AND DETERMINE THE NUCLEAR LAUNCH CAPABILITIES OF THE TERRORISTS AND PREVENT A LAUNCH AT ALL COSTS. HE MUST ALSO RESCUE DARPA CHIEF DONALD ANDERSON AND THE PRESIDENT OF ARMSTECH INC., KENNETH BAKER. AN EXPERT IN INFILTRATION AND HIGHLY TRAINED IN ALL FORMS OF COMBAT, SOLID SNAKE IS THE GOVERNMENT'S ONLY HOPE TO PUT A STOP TO THE MERCILESS DEMANDS OF THE TERRORISTS. AS IS CUSTOMARY WITH SOLID SNAKE, HE IS OPERATING ALONE BEHIND ENEMY LINES. NUMEROUS OBSTACLES COVER HIS PATH. SOLID SNAKE CAN FORTUNATELY REMAIN IN CONTACT WITH COLONEL CAMPBELL, OPERATION COMMANDER OF THIS TOP SECRET MISSION. LIKE A HUMAN CHAMELEON, SOLID SNAKE HAS TO BLEND INTO THE BACKGROUND OF HIS ENVIRONMENT AND ONLY ENGAGE IN COMBAT WHEN ABSOLUTELY NECESSARY. HIS FIRST OBJECTIVE IS TO MAKE IT TO THE LIFT IN THE DOCK AREA, WHICH WILL BRING HIM DIRECTLY TO THE HELIPORT. HE MUST REACH THE LIFT WITHOUT ATTRACTING THE ATTENTION OF THE THREE GUARDS PATROLLING THE AREA. WITHOUT ANY DISPOSABLE WEAPON AT THIS POINT, SOLID SNAKE MUST USE ALL HIS FACULTIES OF STEALTH AND PATIENCE TO ACHIEVE HIS OBJECTIVE.

THE DOCK


SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

THIS FIRST MISSION WILL ENABLE YOU TO FAMILIARISE YOURSELF WITH THE VARIOUS CONTROLS AND TO SURVIVE IN A HOSTILE ENVIRONMENT. TO CRAWL PRESS THE (✖ BUTTON). IT IS BEST TO USE THE SHADOWED AREAS, WHICH WILL PROVE ESSENTIAL IN THE OPERATIONS THAT FOLLOW.

SCREENSHOT-4

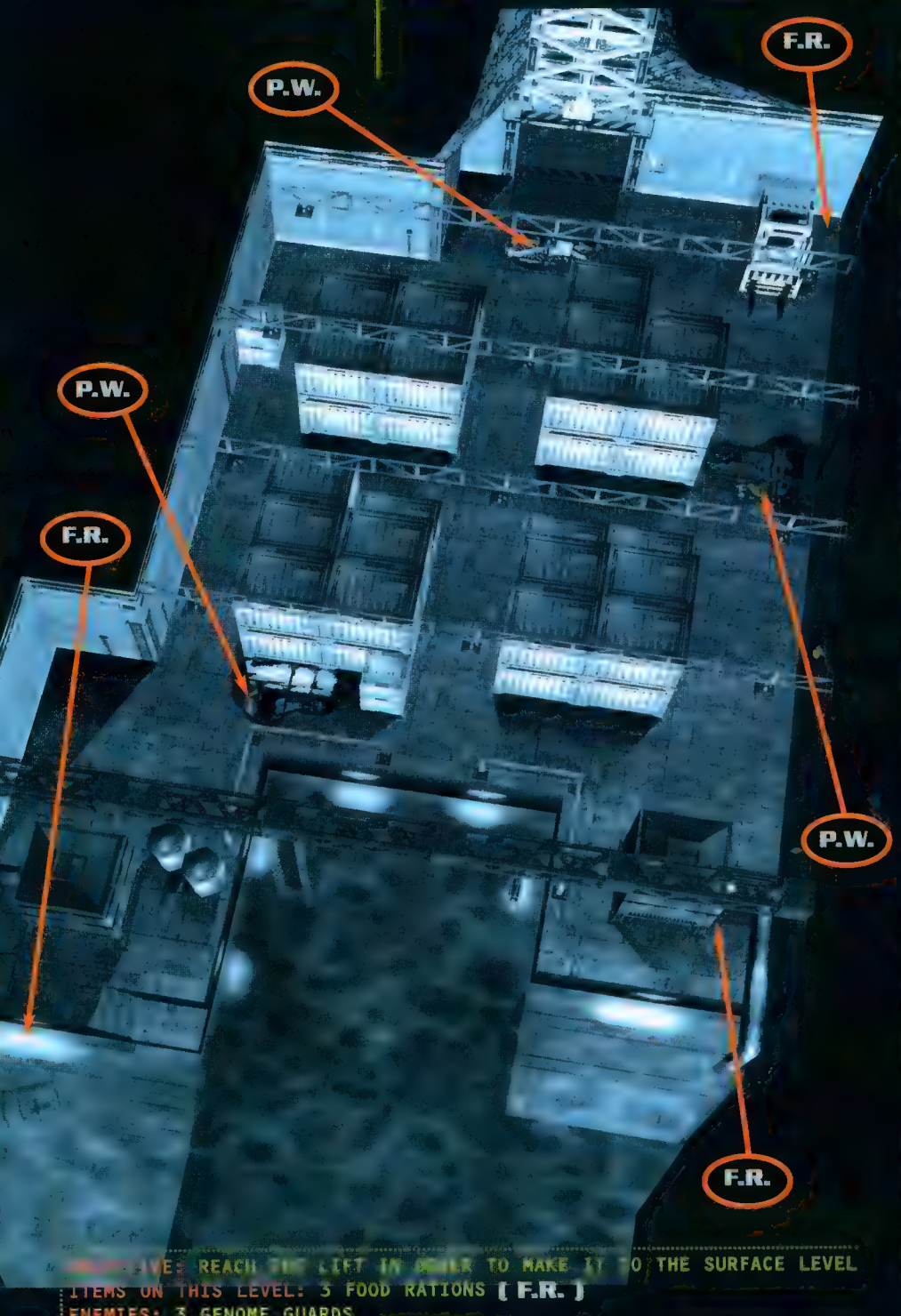
SCREENSHOT-5

SCREENSHOT-6

SCREENSHOT-7

SCREENSHOT-8

SCREENSHOT-9



1- Go down the small steps to your right (submerged in water). This will enable you to obtain the food ration which is located between the barrel and the wall (screenshot 1).

2- Get out of the water and, by pressing the L2 button, display your items in order to select your food ration.

3- Run back up the steps and position yourself opposite the cistern. Duck down (✖ button) so that you can crawl under the cistern by pressing the Directional button forward (screenshot 2).

4- Once through, advance carefully without blowing your cover, you can now observe the patrolling guard in front of you without being seen.

5- Observe his movements and once he walks far enough away, crawl forward, holding down on the Direction button, in order to move on from your hiding place (screenshot 3).

6- Get back on your feet (✖ button) and run quickly to the dark area on the left (left on the map), (screenshot 4).

7- Turning to first person view mode (▲ button) you will notice a second cistern opposite you. Just behind it there is a second food ration (screenshot 5).

8- You now need to simultaneously elude the guards and avoid splashing the puddles in front of you (otherwise the noise will arouse the guards' suspicions).

9- First observe the guard to your left and as soon as he turns away to do his rounds, run and stop just before the puddle of water. Then crawl, (✖ button) and Directional button, across it. (screenshot 6). You are now hidden behind the boxes.

10- You now have the first obstacle behind you. Get up, and as soon as the path is free, run alongside the guard-rail to the cistern on the right (right on the map) and hide behind it (screenshot 7).

11- Collect the second food ration and position yourself to the right of the cistern. This will avoid attracting the attention of the nearby guard (screenshot 8).

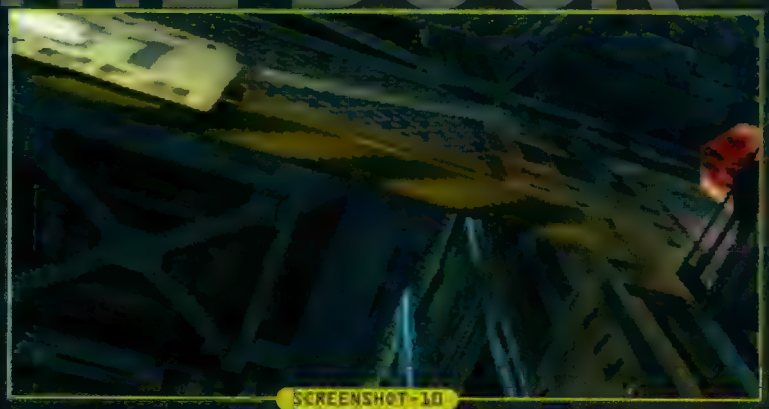
12- Duck down (✖ button) and turn to first person view mode (▲ button). The last remaining food ration is straight ahead of you near the elevator (screenshot 9).

OBJECTIVE: REACH THE LIFT IN ORDER TO MAKE IT TO THE SURFACE LEVEL
ITEMS ON THIS LEVEL: 3 FOOD RATIONS [F.R.]
ENEMIES: 3 GENOME GUARDS
SURVEILLANCE SYSTEMS: NONE
TRAPS TO AVOID: 3 PUDDLES OF WATER [P.W.]

1- THE DOCK

THE DOCK

THE DOCK



SCREENSHOT-10

13- Given that the number of rations you are currently allowed to carry is limited to two, there is no reason to pick this third one up. However, if you have been physically damaged, by way of smoking for example, or if you have been wounded, this ration becomes essential.

14- If you need this third food ration, wait for the guard patrolling beside the cistern to move away and return to the space between the puddle of water and the boxes (cf. Screenshot 6). If you do not need the additional energy, follow steps 15-20 running to the lift without picking up the food ration.

15- Now concealed, appearing as a shadow like any other, take advantage of your position and wait patiently for the lift to arrive.

16- After a few moments the lift will come down with the last guard (screenshot 10).

17- Now that all your enemies are present, caution and speed are called for in order to reach the lift and obtain the remaining food ration.

18- Wait until the guard on the left (left on the map) and the guard on the right (right on the map) are on either side of you and opposite each other. Let them walk off in the opposite direction to which they respectively came.

19- Then leave your position and take the path between the two containers (screenshot 11).

20- Go up as far as the intersection, turn right (right on the map) and continue as far as the puddle of water and crawl across it (screenshot 12).

21- Then take the third food ration and run into the lift, which is just on the left (left on the map) before the guard (screenshot 13) spots you.

SCREENSHOT-11

TIP: IF EVER YOU ARE SPOTTED BY THE GUARDS CHOOSE FLIGHT RATHER THAN COMBAT. TAKE THE PATH BETWEEN THE CONTAINERS AND DART FOR THE WATER. SOLID SNAKE WILL AUTOMATICALLY DIVE INTO THE WATER AND ELUDE THE PURSUING GUARDS (SCREENSHOT 14).

SCREENSHOT-12

SCREENSHOT-13

SCREENSHOT-14

2- THE HELIPORT

Solid Snake has successfully eluded the guards in the Dock area. Now a diversion organised by Colonel Campbell will be used to his advantage so that he may infiltrate the base by means of one of the two vent shafts in the Heliport. If this seems easy in theory, in reality it is a very different thing. The enemy, waiting for a surprise "visit", has reinforced its security system, positioning surveillance cameras to discourage any opportunists there might be out there. As if that isn't enough to deal with, the surrounding blizzard has covered parts of the Heliport in snow. Solid Snake must therefore be careful not to leave suspicious looking footprints in the snow, which will alert the guards... A good agent without an array of weapons and technologically advanced equipment is a dead agent! Although Solid Snake is himself a veritable living weapon, a sub-machine gun along with a few grenades would not go amiss. Solid Snake will call on his strategic experience as much as on his instinct to find the equipment he still lacks.

THE HELIPORT

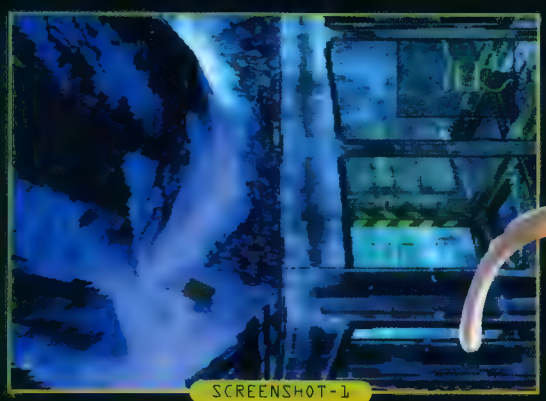
OBJECTIVE: INFILTRATE THE ENEMY BASE BY WAY OF ONE OF TWO VENTILATION SHAFTS
ITEMS ON THIS LEVEL: 2 FOOD RATIONS [F.R.], 1 BOX OF CHAFF GRENADES [C.G.], 1 BOX OF STUN GRENADES [S.G.] AND THE SOCOM PISTOL [S.P.]
ENEMIES: 3 GENOME GUARDS
SURVEILLANCE SYSTEMS: 3 CAMERAS [CAM.], 2 SPOTLIGHTS
TRAPS TO AVOID: DON'T LEAVE FOOTPRINTS IN THE SNOW

2- THE HELIPORT

To achieve your objective, which is to access one of the two ventilation shafts, you have two possibilities. Either choose the shaft entrance located near the truck (which is in fact the less risky option) or opt for the shaft entrance located on the balcony, which involves direct contact with both the guards and the surveillance cameras. Note that each of the ventilation shafts brings you to a different point in the same area of the next level.

THE HELIPORT

VENT SHAFT ENTRANCE A: NEAR THE TRUCK



1- If you are wounded on arrival, take the ration located between the lift and the mountain on the left (left on the map), (screenshot 1).

2- Take the stairs opposite the container beside the lift. When the spotlights aren't sweeping close to your position, place yourself in the pointed part of the guard-rail adjacent and to the left (left on the map) of the stairs (screenshot 2), this way the spotlights won't touch you.

3- As soon as the beam which comes your way heads back to the top of the screen, run and position yourself to the left of the platform (screenshot 3).

4- Position yourself opposite the box located in the middle of the Heliport "H", and as soon as the two beams of light cross one another and continue on to highlight different extremities of the platform, run to take the Chaff grenades (screenshot 4) and, without stopping, return to your previous position.

5- Select the Chaff grenades, R2 button, then turn to face the small storage unit and go up to the entrance.

6- Turning to first person view mode holding down the (▲ button), you will notice a surveillance camera and a box (screenshot 5).

7- Unfortunately for you, this camera covers the whole storage unit. Therefore, there is no point in trying to trick it by creeping against the wall or crawling.

8- The Chaff grenades, which you have selected, are designed to jam the majority of electronic equipment by dispersing metallic strips. These grenades explode 5 seconds after the pin is pulled and their effect lasts 10 seconds, so don't hang around.

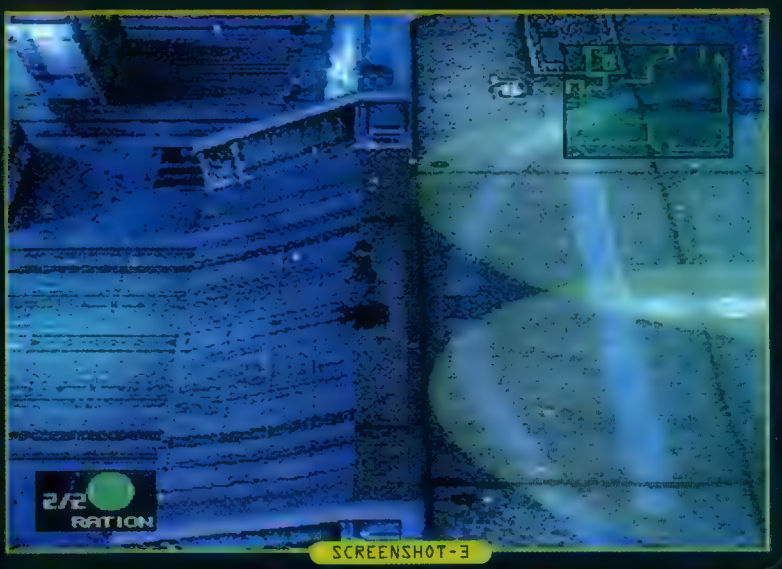
9- Without entering the storage unit, throw a grenade in by pressing and releasing the (■ button). When your radar shows up as "jamming" go in and get the box of Stun grenades (screenshot 6).

10- Then leave the storage unit quickly, move straight ahead for a few paces and turn to your left (screenshot 7).

11- Opposite you at the far end there is another camera, as well as a guard doing his rounds (screenshot 8). A little to the right, there is a truck. The priority now is to get into the truck.

12- A darker shadowy area will once again be your ally and will allow you to elude the attention of the guards, by positioning yourself at the first right angle of the guard-rail on the right (right on the map), (screenshot 9).

13- Wait until the Genome guard in front of you and the guard on your right are sufficiently far away before quickly climbing into the truck (screenshot 10).



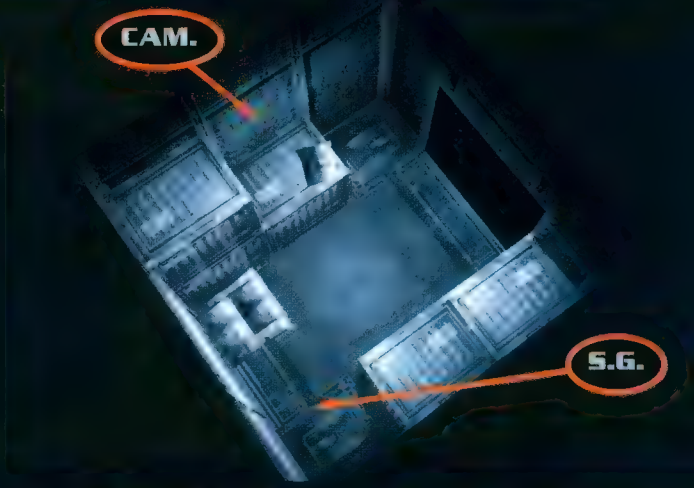
SCREENSHOT-3

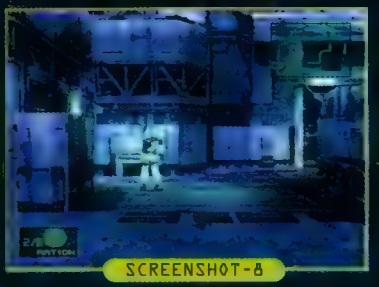
SCREENSHOT-4

SCREENSHOT-5

SCREENSHOT-6

SCREENSHOT-7





SCREENSHOT-8

SCREENSHOT-9

2- THE HELIPORT

14- The Socom pistol is to be found behind the box covered in canvas (screenshot 11), don't climb out immediately, instead, wait for the coast to be clear and come back by way of the right angle of the guard-rail where you were before entering the truck.

15- There are now only two obstacles left between you and the entrance to the vent shaft, namely the camera and a Genome guard.

16- Turn to the left (left on the map), and position yourself between the container and the ramp leading to the Heliport platform (screenshot 12).

17- Select the Socom pistol, R2 button, and point it straight in front of you by holding down on the (■ button).

18- The guard will come right towards you, and once he is very close, shoot him down with a round of bullets releasing the (■ button) a few times in a row.

19- Next, select the Chaff grenades, R2 button, and head towards the camera, which is facing opposite you and stop just outside it's field of vision (screenshot 13).

20 - Use a Chaff grenade (■ button) and run towards the access point to the ventilation shaft and crawl into it (screenshot 14).

SCREENSHOT-10

THE HELIPORT

SCREENSHOT-11

SCREENSHOT-12

SCREENSHOT-13

SCREENSHOT-14

SCREENSHOT-1

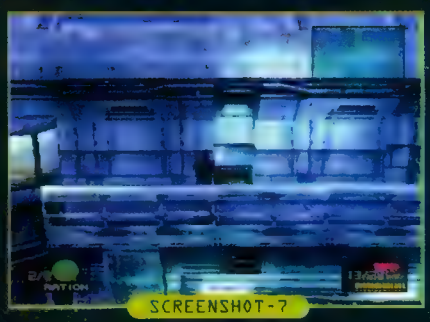
SCREENSHOT-2

SCREENSHOT-5

SCREENSHOT-3

SCREENSHOT-6

SCREENSHOT-4


SCREENSHOT-7

VENT SHAFT ENTRANCE B: ON THE BALCONY

1- Repeat points 1 to 18 as above, then hide behind the box located inside the truck.

2- Using your radar wait for the moment when the guard to the right (right on the map) walks towards the bottom of the screen, and throw a Chaff grenade (screenshot 1) running to the right (right on the map) taking the food ration beside the large container to the right (right on the map), (screenshot 2).

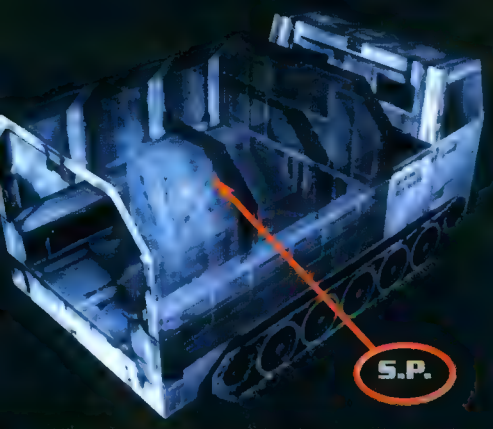
3- Just to be safe throw a second Chaff grenade. Then run and take the stairs opposite you which lead up to the balcony (screenshot 3), before the guard below returns.

4- Position yourself on the large step (screenshot 4) and checking your radar, wait until the guard above you is far enough away so that you can go up and hide behind the pillar to the right of the balcony (screenshot 5).

5- You must kill this Genome guard. Although Stun grenades do daze your enemies they are only really practical when you are being followed. If you use a Stun grenade against this guard, the alarm sirens will sound.

6- Select the Socom pistol again, R2 button, and without letting him see you, allow the guard to approach the first spotlight (screenshot 6). When he has his back to you, kill him.

7- Then go between the two spotlights and you will see the access point to the second vent shaft (screenshot 7), crawl inside.



3- VENTILATION SHAFTS

As soon as he has recovered from the freezing cold weather conditions on the Heliport, Solid Snake may find himself having to crawl inside a vent shaft like a petty thief. Getting through this shaft requires certain sacrifices... Fortunately, the journey in this sombre and dull blue green environment will only last a short while. In addition to this, Solid Snake finds himself being looked after by the rodent inhabitants of this area. He will no doubt find en-route whatever is necessary to heal any possible wounds.

3.1 VENTILATION SHAFT: ENTRANCE A

OBJECTIVE: FIND THE EXIT, WHICH BRINGS YOU TO THE TANK HANGAR I
ITEMS ON THIS LEVEL: 1 FOOD RATION [F.R.]
ENEMIES: NONE
SURVEILLANCE SYSTEMS: NONE
TRAPS TO AVOID: NONE

1- Once inside, advance to the junction in front of you, then take a left and follow the layout up to the end of the vent shaft. There is a food ration at this point if you need it (screenshot 1).

2- Retrace your steps up to the point where you initially turned. You will notice some mice opposite you (screenshot 2).

3- Follow them keeping them in your sight and they will show you the right path to take (screenshot 3).

4- A little bit further up they will disappear, don't worry, they are already on the other side of the water.

5- Continuing straight ahead dive into the water in order to progress (screenshot 4).

6- These friendly rodents are waiting on the other side to guide you. Continue to follow them, and you will make it to the exit leading to the Tank Hangar I (screenshot 5).

7- As the patrolling guard moves away, you should crawl, Direction button forward, out of the vent shaft and stand up (✖ button).

SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

3.2 VENTILATION SHAFT: ENTRANCE B

OBJECTIVE: FIND THE EXIT, WHICH BRINGS YOU TO THE TANK HANGAR I
ITEMS ON THIS LEVEL: 1 FOOD RATION [F.R.]
ENEMIES: NONE
SURVEILLANCE SYSTEMS: NONE
TRAPS TO AVOID: NONE

I L A T I O N S H A F T

1- Follow the layout of the vent shaft up to the first metal grid underneath you (screenshot 1). This enables you to spy on the 2 guards who will let out some interesting information (screenshot 2).

2- Then continue to move on through the vent shaft.

3- Arriving at the other end, you will notice an opening as well as a food ration on the other side of the exit (Screenshot 3).

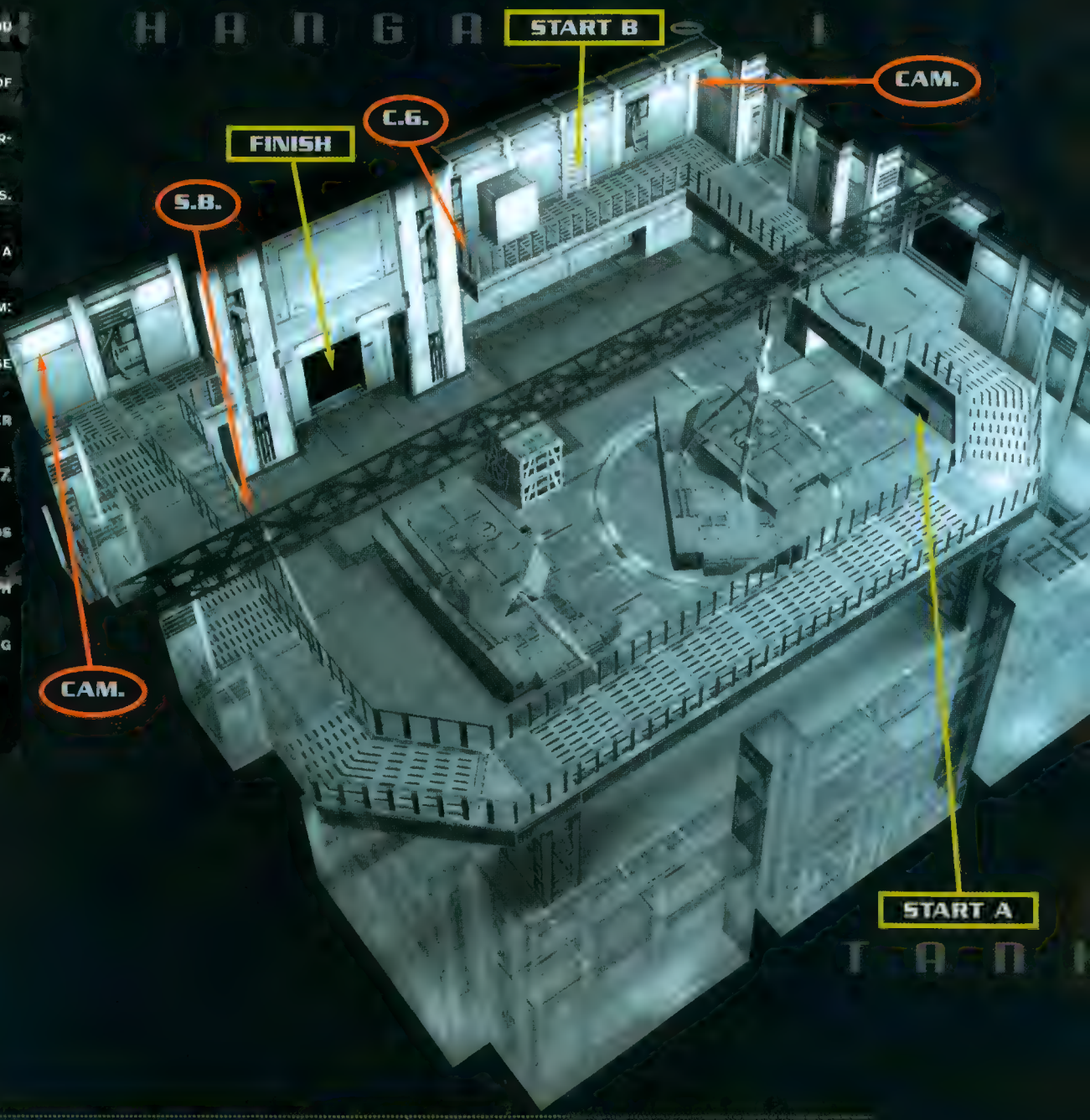
4- Take the food ration by simply passing over the opening.

5- You then go down through this opening by placing yourself above it and then pressing the (● button).

4- TANK HANGAR - 1

GOING THROUGH ENEMY LINES IN AN ENCLOSED AREA REQUIRES A COLD-BLOODED INSTINCT AND A LOT OF GOOD JUDGEMENT. A SWEEPING SCAN OF THE DIFFERENT AREAS PROVES INDISPENSABLE TO AVOID CHANCE DISCOVERY. THIS IS NOT A PROBLEM FOR SOLID SNAKE WHO, AS AN ACCOMPLISHED TACTICIAN IS BEST POSITIONED TO ANALYSE THE POTENTIAL RISKS. HE HAS THE PATIENCE NECESSARY TO TURN THE ADAGE "THE SHORTEST DISTANCE BETWEEN TWO POINTS IS A STRAIGHT LINE" ON ITS HEAD.

THIS LEVEL ALLOWS YOU TO PERFECT THE ART OF NEUTRALISING SURVEILLANCE CAMERAS. YOU ALSO DISCOVER A NEW SECURITY SYSTEM: THE LV CARDS. THESE ALL CARRY A NUMBER RANGING FROM 1 TO 7. EACH OF THE LV CARDS OPENS ANY DOOR WITH THE CORRESPONDING NUMBER.



OBJECTIVE: TO TRAVERSE THE TANK HANGAR I AND ACCESS THE LIFT
ITEMS ON THIS LEVEL: THERMAL GOGGLES [T.G.], 2 BOXES OF CHAFF GRENADES [C.G.], 1 BOX OF SOCOM BULLETS [S.B.], THE SOCOM SUPPRESSER [S.S.], CARDBOARD BOX A [C.B. A], THE MINE DETECTOR [M.D.]
ENEMIES: 2 GENOME GUARDS
SURVEILLANCE SYSTEMS: 3 CAMERAS [CAM.]
TRAPS TO AVOID: NONE

4.1 EXITING THE VENT SHAFT LEADING FROM ENTRANCE A

SCREENSHOT-1

1- Turn to your left and run to the bottom of the screen to hide in the corner of the wall (screenshot 1).

SCREENSHOT-2

2- Once the patrolling guard is far away, move alongside the wall towards the left to make it to the other side (screenshot 2).

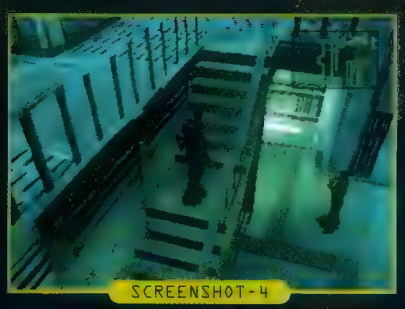
SCREENSHOT-3

3- Use the Scope, L2 button to select, to ensure a good overview of your surroundings. In front of you there are metal stairs which lead up to a catwalk (screenshot 3).

4- Take advantage of the moment when the guard goes off to your right to make your way up to the catwalk.

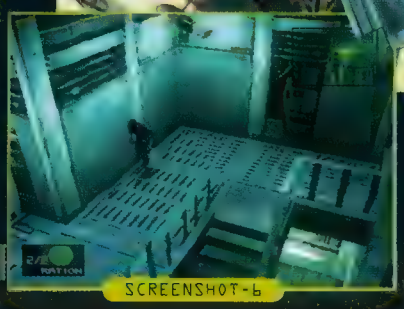
5- Stop on the largest step (screenshot 4), this will safely keep you out of sight of both the camera and the Genome guard.

6- Use your Scope again to look to the right of the hangar on the level of the catwalk. There are two rooms. A door closes one of them with the number 2 on it. This means that you'll need an LV Card 2 to access this room. However, notice that the room to the right is open.


SCREENSHOT-4

7- In order to avoid the camera in front of you, you can use a Chaff grenade. Alternatively you can observe it's field of vision on your radar and when it is faced fully to the left (left on the map), go up and place yourself right under the camera (screenshot 5).

SCREENSHOT-5


SCREENSHOT-6

8- Repeat the exact same process so that you can continue along the catwalk, but this time wait for the camera to brush to the right (right on the map), (screenshot 6).

9- Then run straight ahead and make your way to the room which is open.

SCREENSHOT-7

10- Inside, a second camera is sweeping the area. Adopt the same technique of creeping against the wall and taking advantage of the camera's blind spots, or select a Chaff grenade. Then take the Thermal goggles, which are behind the wooden boxes (screenshot 7).

TANK HANGAR - 1

TANK HANGAR - 1

11- Leave the room in the knowledge that you are safe at this point. On your right, there is a third camera, you know the routine by now, make your way to the end of the catwalk on the right (right on the map), and pick up the box of Chaff grenades (screenshot 8).

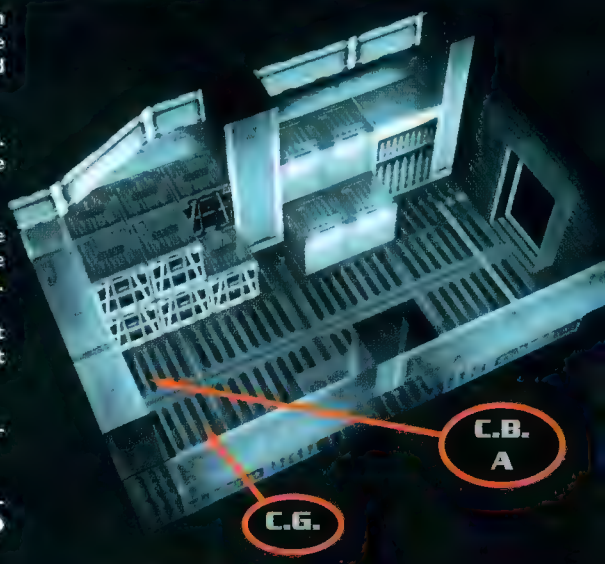
12- This done, come back to the metal stairs and stop on the big step. Having no LV Cards for the moment you won't be able to access the three other rooms on this level.

13- When the guard passes near the stairs and continues towards the bottom of the screen, go down the stairs and run around to get the Socom bullets which are located underneath the stairs (screenshot 9).

14- Place yourself opposite the lift controls (screenshot 10), then call it by pressing twice on the (● button). Pressing twice makes the lift appear quicker.

15- Enter the lift, and place yourself on the left (left on the map) opposite the controls (screenshot 11).

16- Before a guard has the chance to shoot you, choose level B1 by pressing down on the Directional button, and confirm by pressing the (● button).



TANK HANGAR - 1

SCREENSHOT-8

SCREENSHOT-9

SCREENSHOT-10

SCREENSHOT-11

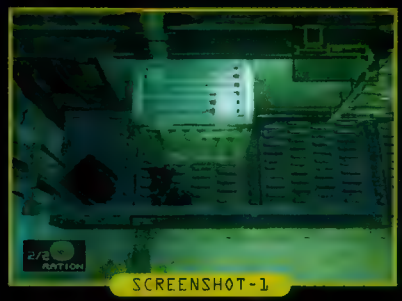
4.2 EXITING THE VENT SHAFT LEADING FROM ENTRANCE B

1- As soon as you make it down the ladder, run to the left and get the box of Chaff grenades (screenshot 1) and then position yourself away from the camera on the right (right on the map).

2- Neutralise this camera with the help of a Chaff grenade, then go and get the Thermal goggles in the open room on the catwalk level, not forgetting to jam the camera on the inside (screenshot 2). Alternatively you can adopt the technique of creeping against the wall and taking advantage of the camera's blind spots.

3- Then make your way to the large middle step on the stairs on the left (left on the map), by avoiding or neutralising the camera placed just above it (screenshot 3).

4- Repeat points 13 to 16 as previously indicated.


SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

THE RETURN JOURNEY AFTER THE ARMOURY

The Tank Hangar 1 has also undergone some modifications. Thanks to your LV Card 2, you are now able to gain access to 3 new rooms. First of all, when the coast is clear, step out of the lift and pick up the box of Socom bullets hidden under the stairs on the left (left on the map), (screenshot 1). Before a guard comes back this way, go up the stairs and position yourself on the large middle step. Watch out for the camera when making your way up to the room numbered 1 located just to the left (left on the map) of the stairs (screenshot 2). Inside you will find Cardboard box A along side a box of Chaff grenades. Take these items. Then leave this room, and turn to your right to continue down the catwalk to the point indicated (screenshot 3). Without letting him see you, wait patiently for the guard to arrive and when he turns away, eliminate him without getting too close (screenshot 4). Then go straight ahead to the top of the catwalk, jamming the camera to open the room numbered 2 in which the Mine detector is to be found. Wait for a moment in this room and with the Codec Select button, connect to frequency 140.15 (direction to the left to contact Meryl). Call her for a second time. Without leaving the room, wait for her to call back. She informs you that she has succeeded in opening the Cargo door. Taking maximum precaution, leave this room to make your way to the large middle step on the metal stairs. When all the guards have left the stairs, go down and open the room numbered 1 which is up and to the right (right on the map), near the Cargo door. Once inside, eliminate the guard who has his back to you and then take the Socom suppresser. Leave this room and turn to your right to access the Cargo door. Advance up to the first large line in the ground (screenshot 5), directly opposite you there are 5 lasers, which go up and down. Put on your Thermal goggles, L2 button to select, and turn to first person view mode holding down on the (▲ button) in order to detect the lasers better. Note that they have different speeds, pass from one to the other calmly. Once on the other side, use your LV Card 2 to open the door that leads into the Canyon.

SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

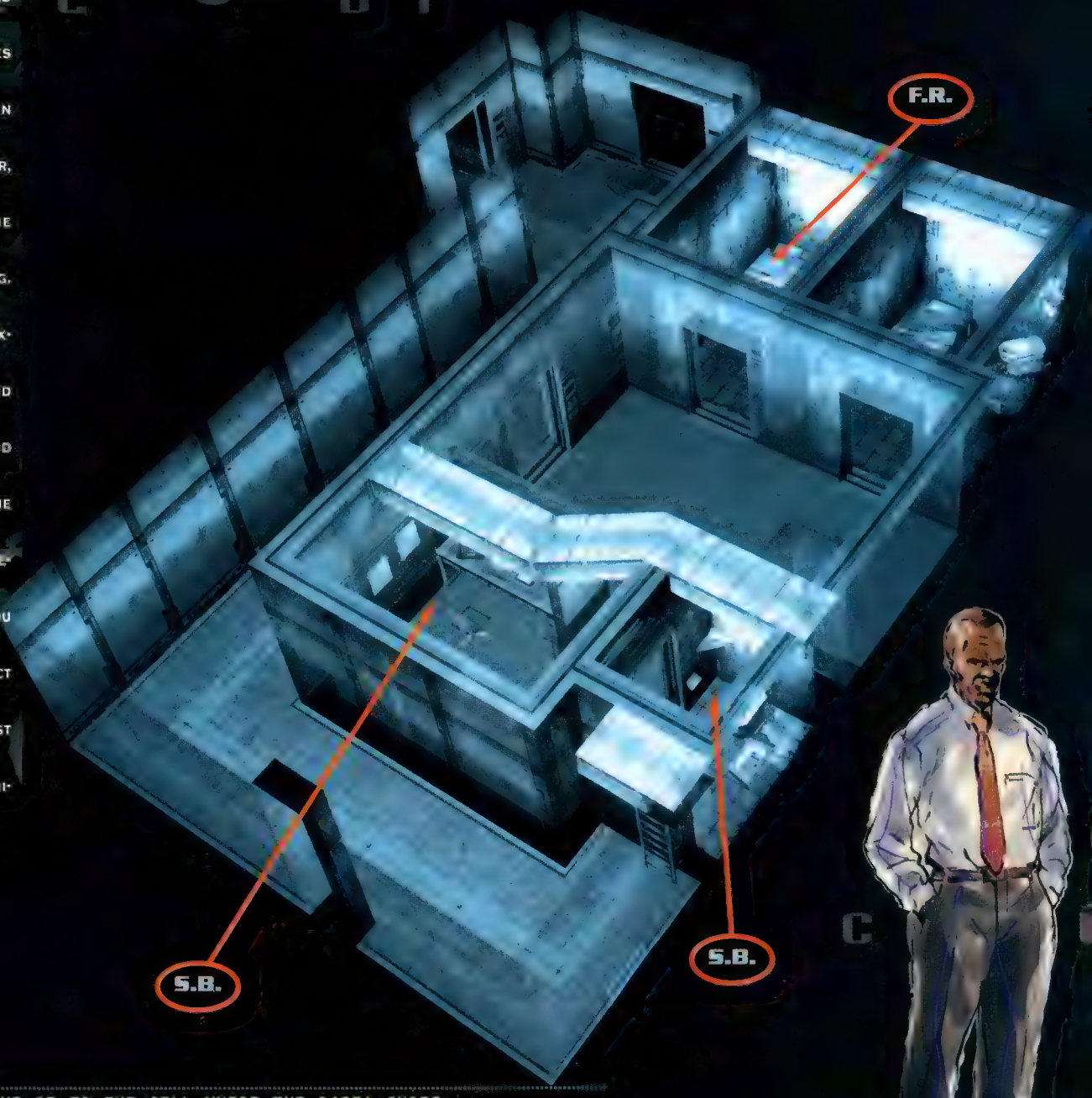
SCREENSHOT-4

SCREENSHOT-5

5-CELL-B1

SOLID SNAKE IS STILL WITHOUT ANY LV CARD TO OPEN NUMBERED DOORS. HE HAS NO CHOICE BUT TO TAKE ADVANTAGE OF ANOTHER VENT SHAFT IN ORDER TO HOOK UP WITH THE PRISONERS. SOLID SNAKE'S PROGRESS THROUGH THIS VENT SHAFT WILL GIVE HIM THE OPPORTUNITY TO ADMIRE AN UNSUSPECTING WOMAN IN THE THROES OF SPORTIVE ACTION... THIS BRIEF REST FOR OUR WARRIOR WILL NOT LAST VERY LONG BECAUSE AS SOON AS HE MEETS UP WITH DONALD ANDERSON IN HIS CELL, EVENTS WILL TAKE OVER. THE ENSUING ACTION WILL THROW SOLID SNAKE INTO THE STARK REALITY OF HIS PRIMARY MISSION.

MAKING IT INTO DONALD ANDERSON'S CELL POSES NO GREAT PROBLEMS IN PARTICULAR. HOWEVER, GETTING OUT IN ONE PIECE IS NO SURE THING. FORTUNATELY, AN UNEXPECTED ALLY WILL LEND YOU A STRONG HAND WHEN FACED WITH THE LARGE NUMBER OF ENEMIES AWAITING YOU. YOU NOW HAVE THE PERFECT OPPORTUNITY TO TEST YOUR SOCOM IN SEMI-AUTOMATIC MODE.



OBJECTIVE: MAKE IT TO THE CELL WHERE THE DARPA CHIEF, DONALD ANDERSON, IS IMPRISONED
ITEMS ON THIS LEVEL: LV CARD 1, 2 FOOD RATIONS **(F.R.)**, 3 BOXES OF SOCOM BULLETS **(S.B.)**
ENEMIES: 5 WAVES OF 3 GENOME GUARDS
SURVEILLANCE SYSTEMS: NONE
TRAPS TO AVOID: NONE

SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

1- As soon as you get out of the lift, the Darpa chief appears on the radar as a buzzing green ball of electricity just on your left (screenshot 1).

2- Because you still do not have the LV Card, it is impossible to open the door numbered 1, which leads directly to the cells (screenshot 2).

3- Go down the corridor to the ladder at the end on the right (right on the map), (screenshot 3).

4- Once again you'll have to crawl inside a ventilation shaft.

5- Position yourself opposite the ladder, then press on the (● button) to climb up.

6- Once inside the vent, advance forward until you see a junction leading off to the left. Take this junction which leads to a box of Socom bullets (screenshot 4).

SCREENSHOT-4

7- Then return to the junction you came from and turn to your left.

8- Move on to the first metal grid at the end of the shaft, place yourself above it and press the (▲ button) to observe what's going on underneath you.

9- A charming young lady is busy doing abdominal exercises in her cell (screenshot 5). Maybe she is the one that the two guards were talking about...

SCREENSHOT-5

SCREENSHOT-6

10- Once over this visual feast go to the second metal grid, and press on the (▲ button) in order to get down and talk to the Darpa Chief.

11- Before dying, Donald Anderson will give you the LV Card 1 that will enable you to open all the doors with the number 1 on them.

12- Take advantage of the panic going on outside the cell to get the food ration under the bed (screenshot 6).

13- Then select your food rations, L2 button, and your Socom, R2 button. A confrontation is just about to occur. During the battle, you can reload quicker by tapping twice on the R1 button.

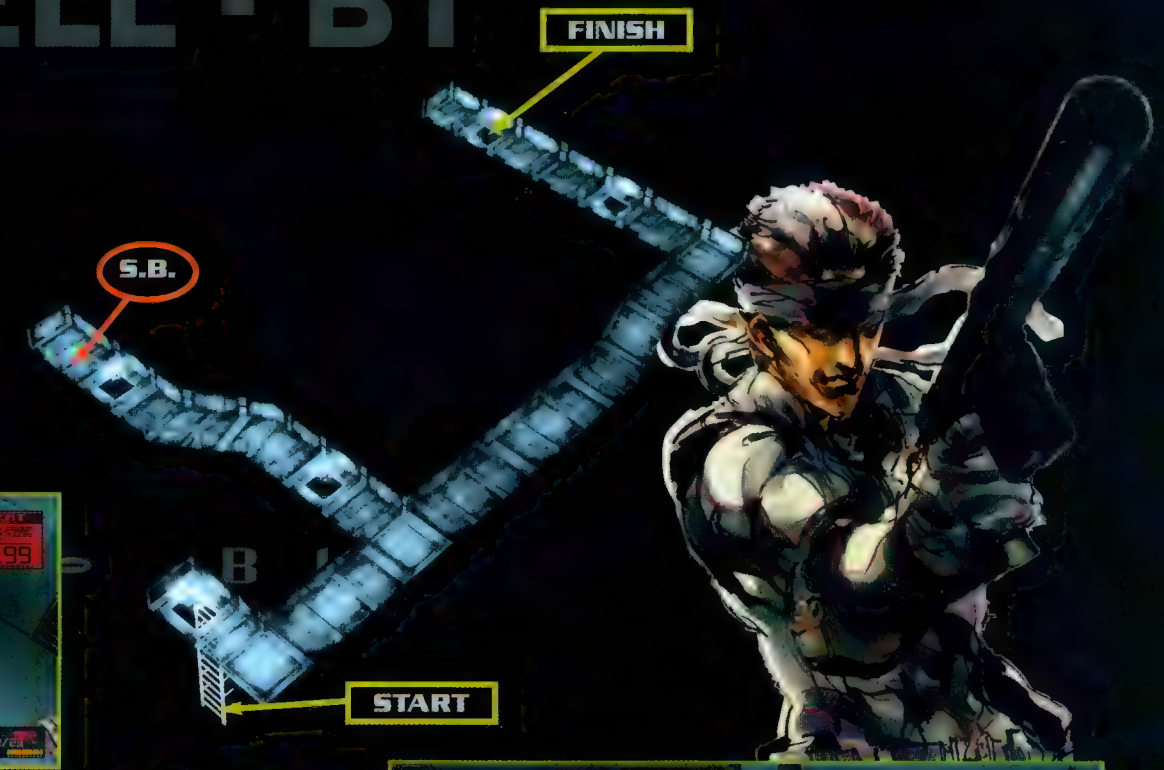
14- Wait until the door is opened and walk out

15- As the enemy arrives, shoot by pressing the (■ button) a few times without worrying too much about your aim. The laser automatically locks on to your opponents (screenshot 7).

SCREENSHOT-7

5- CELL - B1

CELL - B1



SCREENSHOT-8

SCREENSHOT-9

SCREENSHOT-10

SCREENSHOT-11

SCREENSHOT-12

16- Between 2 different waves of guards, take the food rations and Socom bullets dropped by the dead guards. Also it may be a good idea to place yourself near Meryl, your ally, opposite the door in order to eliminate the guards as soon as they enter (screenshot 8).

17- After the fourth wave of enemies, three grenades will land at your feet. You can't avoid them, but you can almost instantaneously get back up by quickly tapping the Directional button in all directions (screenshot 9).

18- After this alliance with Meryl, your companion parts company in a rather violent manner. You find yourself once again in the corridor (screenshot 10).

19- With the LV Card 1 in hand, open the door to the right (right on the map), to get the food ration under the bed (if you haven't done so already). Then go and find the Socom bullets near the computer located at the end of the large office (screenshot 11).

20- Then enter the small door to the toilets on the right (right on the map). You will find other Socom bullets in here.

21- Leave this area and take the elevator again, this time to level B2 (screenshot 12).

TIP: A FOOD RATION IS HIDDEN IN THE WALL ON THE RIGHT OF THE LADDER LEADING UP TO THE VENT (SCREENSHOT 13).

SCREENSHOT-13

TIP:

In the vent shaft of Cell B1, go onto the grid in front of the grid above Donald Anderson's cell. Once on top of it, turn to first person view mode and you will see Meryl Silverburgh in mid work out. To get a good glimpse of her six different training sessions, leave the vent shaft and come back to watch her. Each time you do this, you will see a new work out scene. Here are the six types of work out that you can observe :

FIRST EXERCISE : Meryl doing sit ups (screenshot 1)
SECOND EXERCISE : Meryl doing single arm push ups (screenshot 2)
THIRD EXERCISE : Meryl doing stretching exercises (screenshot 3)
FOURTH EXERCISE : Meryl doing sit ups, but this time she is in her underwear (screenshot 4)
FIFTH EXERCISE : Meryl doing single arm push ups. Again, this time she is in her underwear (screenshot 5)
SIXTH EXERCISE : Meryl doing stretching exercises, in her underwear again (screenshot 6)

Following this, you can come back to see her again, but she will have started her exercises from the top (i.e. from the first exercise on).

SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

SCREENSHOT-4

SCREENSHOT-5

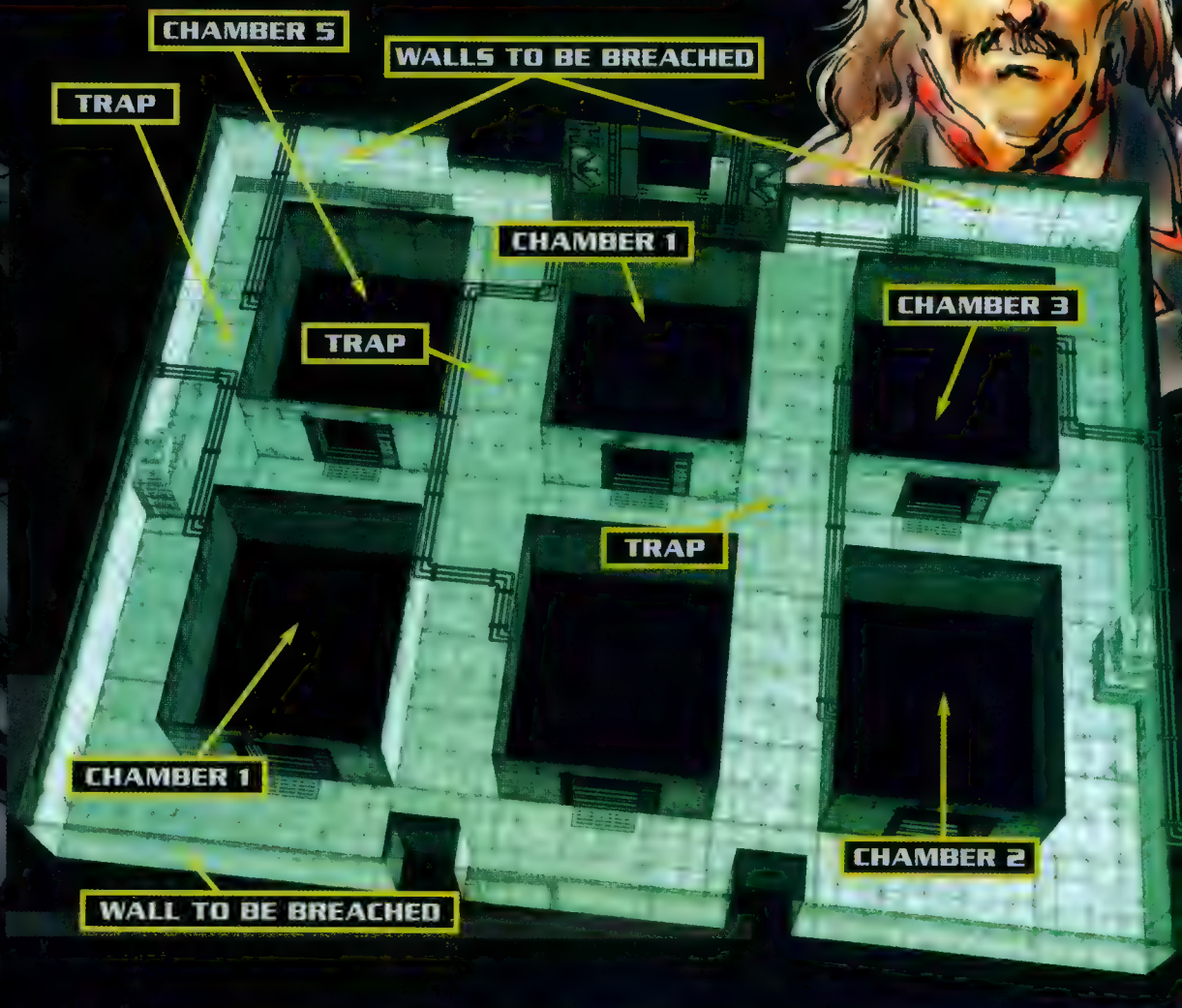
SCREENSHOT-6

6- ARMOURY - B2

THE STRANGE DEATH OF DONALD ANDERSON LEAVES A NASTY TASTE IN SOLID SNAKE'S MOUTH. ALTHOUGH KENNETH BAKER IS STILL ALIVE, SOLID SNAKE NEEDS TO FIND HIM SOON IF THE PRESIDENT OF ARMSTECH INC. IS NOT TO MEET THE SAME FATE... THE ARMOURY, WHERE ALL KINDS OF MUNITIONS ARE STORED, IS QUITE STRANGELY NOT PATROLLED AND HASN'T GOT ANY SURVEILLANCE CAMERAS. NEVERTHELESS, SOLID SNAKE WILL HAVE TO PAY ATTENTION AS TO WHERE HE PUTS HIS FEET AS ACCIDENTS DO HAPPEN...

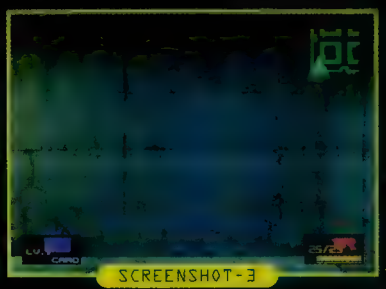
ARMOURY - B2

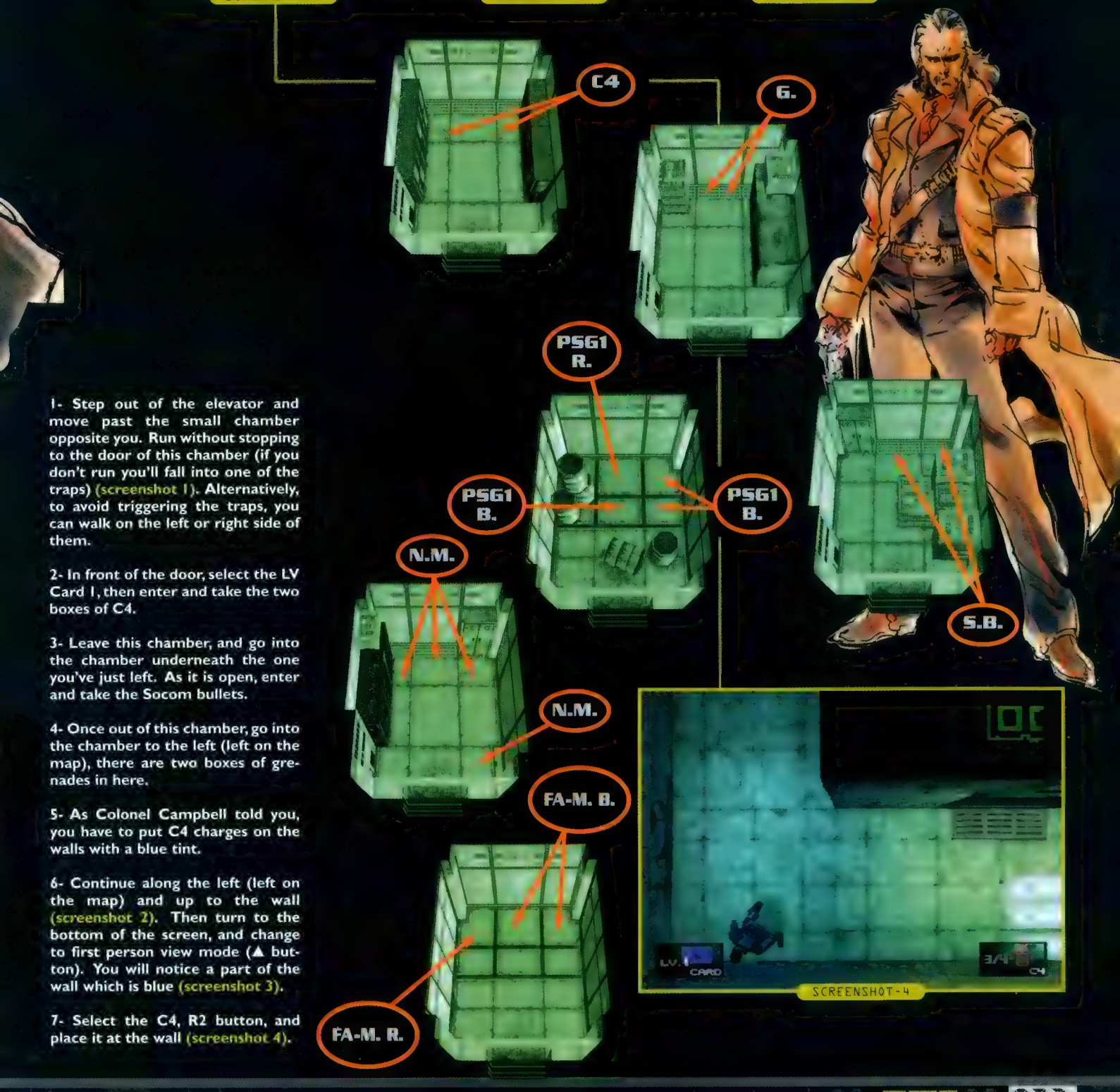
TIP: ON EITHER SIDE OF THE LIFT, TWO HIDDEN ROOMS HAVE EQUIPMENT IN THEM. BREACH THE WALLS WITH C4 IN ORDER TO GAIN ACCESS TO THEM. BEWARE OF THE TWO TRAPS IN THE CHAMBER ON THE RIGHT (RIGHT ON THE MAP).



ALTHOUGH THIS LEVEL MAY APPEAR QUITE CONTAINED, IT IN FACT HIDES CORRIDORS LEADING TO THE ROOM WHERE THE PRESIDENT OF ARMSTECH INC. IS BEING HELD. TO GET TO THIS ROOM, YOU WILL HAVE TO BLOW HOLES IN PARTS OF THE WALLS (INDICATED BY A BLUE TINT) WITH C4 EXPLOSIVES. IN ADDITION TO THIS, THREE TRAPS BUILT INTO THE ARMOURY ITSELF AWAIT TO OPEN UP BENEATH THE FEET OF SOME UNSUSPECTING INDIVIDUAL...

OBJECTIVE: DESTROY PARTS OF THE WALLS MARKED IN BLUE WITH C4 IN ORDER TO GET TO KENNETH BAKER
ITEMS ON THIS LEVEL: 3 BOXES OF C4 [C4], 3 BOXES OF SOCOM BULLETS [S.B.], 2 BOXES OF GRENADES [G.], THE FA-MAS RIFLE [FA-M. R.], 3 BOXES OF FA-MAS BULLETS [FA-M. B.], 1 BOX OF STUN GRENADES [S.G.], THE PSG1 RIFLE [PSG1 R.], 3 BOXES OF PSG1 BULLETS [PSG1 B.], 1 BOX OF CHAFF GRENADES [C.G.], 4 BOXES OF NIKITA MISSILES [N.M.],
ENEMIES: NONE
SURVEILLANCE SYSTEMS: NONE
TRAPS TO AVOID: 5 TRAPS





1- Step out of the elevator and move past the small chamber opposite you. Run without stopping to the door of this chamber (if you don't run you'll fall into one of the traps) (screenshot 1). Alternatively, to avoid triggering the traps, you can walk on the left or right side of them.

2- In front of the door, select the LV Card 1, then enter and take the two boxes of C4.

3- Leave this chamber, and go into the chamber underneath the one you've just left. As it is open, enter and take the Socom bullets.

4- Once out of this chamber, go into the chamber to the left (left on the map), there are two boxes of grenades in here.

5- As Colonel Campbell told you, you have to put C4 charges on the walls with a blue tint.

6- Continue along the left (left on the map) and up to the wall (screenshot 2). Then turn to the bottom of the screen, and change to first person view mode (▲ button). You will notice a part of the wall which is blue (screenshot 3).

7- Select the C4, R2 button, and place it at the wall (screenshot 4).

ARMOURY - B2

ARMOURY - B2

8- Shelter yourself a few metres away and press on the (● button) to cause the charge to explode (screenshot 5).

9- Go through the breach in the wall and continue down to the area where the floor is made of wire netting (screenshot 6).

10- Place a second C4 charge on the blue part of the wall to the right (right on the map) and detonate it.

11- Pass through this new breach and advance to the right (right on the map), stop advancing once you reach the blue part of the wall opposite you and turn to face the blue part on the wall to your left (screenshot 7).

12- Repeat C4 explosions on this wall as with the two previous walls. Ignore the blue tinted wall beside you for the moment. Make sure to select your food rations and Socom pistol before entering through the breach in the wall you have just detonated.

SCREENSHOT-5

SCREENSHOT-6

SCREENSHOT-7

OBJECTIVES: SAVE KENNETH BAKER AND CONFRONT REVOLVER OCELOT
ITEMS ON THIS LEVEL: 3 BOXES OF SOCOM BULLETS [S.B.], 1 BOX OF STUN GRENADES [S.G.], 1 BOX OF CHAFF GRENADES [C.G.], 4 BOXES OF STINGER MISSILES [S.M.], 1 FOOD RATION [F.R.], THE CAMERA [PHOTO CAM.], LV CARD 2, COMPUTER DISC
ENEMIES: 1
SURVEILLANCE SYSTEMS: 6 GUN CAMERAS [G. CAM.]
TRAPS TO AVOID: WIRES ATTACHED TO C4

6.1 ARMOURY SOUTH:

1ST BOSS: REVOLVER OCELOT

Revolver Ocelot, an expert in handguns and a sadist with a penchant for torturous interrogations, has set a trap for Solid Snake. Revolver Ocelot is one of the members of FOXHOUND who has joined up with the terrorists. The forthcoming confrontation appears to be of great interest to a mysterious onlooker...

PROFILE:

Revolver Ocelet combines speed with precision to make expert use of his Colt. He has also tied Kenneth Baker up in the centre of a "spider's web" in which the cables are linked up to C4 charges. Avoid touching any of the cables (an immediate death sentence). If in need, 3 boxes of Socom bullets are located at the top of the room.

RECOMMENDED TECHNIQUE:

From the outset of this confrontation run after Ocelot. While he is speaking (even if your items aren't displayed) shoot at him in rapid fire (screenshot 1). Take advantage of the moments when he is recharging his weapon (screenshot 2) to shoot at him or fire at him from behind. Don't forget that you can recharge your weapon more quickly by tapping 2 times on the R1 button.

Before dying, Kenneth Baker will give you the LV Card 2 and the Disc. Equipped with these items, return first to the Armoury (see corresponding frame below) and then to the Tank Hangar 1 (see corresponding frame on the pages on the Tank Hangar 1).

RETURN JOURNEY AFTER YOUR ENCOUNTER WITH REVOLVER OCELOT

Back in the Armoury, the first thing you will notice is that there are now 3 Genome guards doing their rounds throughout this area. In case you are spotted, go back through the first breach in the lower wall (screenshot 1) to exit the Armoury. Enter the 3 small chambers at the bottom of the Armoury. In the first two you will find 1 box of grenades and 3 boxes of Socom bullets. In the third chamber, you will find the Fa-mas assault rifle and two boxes of Fa-mas bullets. To pick up this new weapon, crawl under the two lasers (✖ button) and press the Directional button forward thus avoiding setting off the alarm (screenshot 2). Then leave the chamber carefully and go to the lift at the top of the Armoury, avoiding the guards and the traps. Call the lift by pressing the (● button). Select level 1 without stopping at level B1.

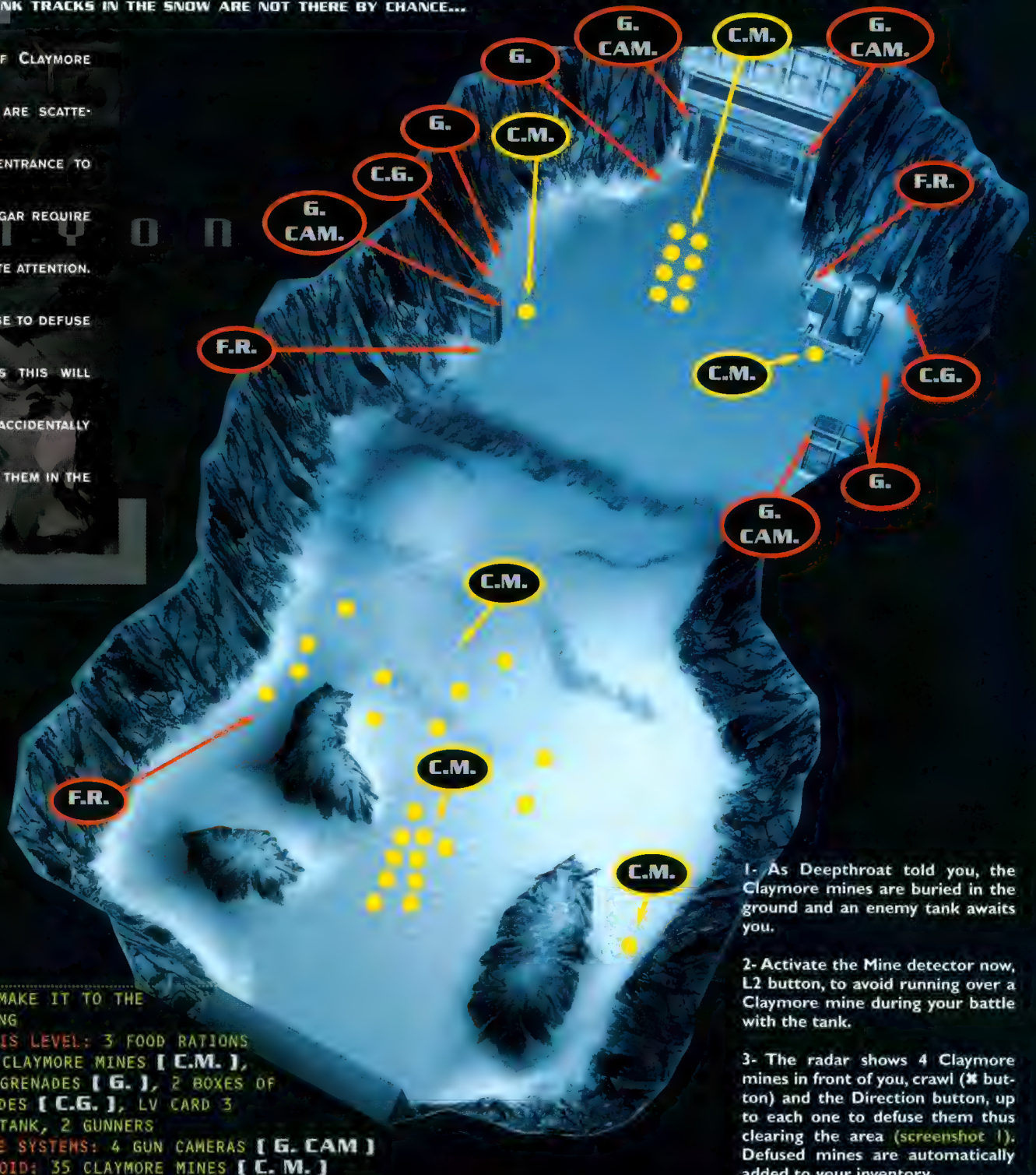
RETURN JOURNEY AFTER THE UNDERGROUND PASSAGE

The PSG1 sniper rifle can be found in the chamber numbered 5 which is on the top far left (left on the map) of the Armoury (screenshot 1). The PSG1 Rifle , which you need to save Meryl's life, is located behind several laser beams (screenshot 2). Crawl, (✖ button) and Directional button, under the lasers, positioning yourself very carefully and moving forward very slowly. In case you fail at this, use a Stun grenade to disable the oncoming guards. Once you have the PSG1 and its corresponding ammo, leave this chamber and go through the breach in the wall that you made earlier, at the bottom of the armoury on the left (left on the map). Continue on to the breach which opens to the room in which you defeated Ocelot. Once directly in front of this breach, turn to your right and place a C4 charge on the wall now facing you and detonate it (screenshot 3). On the other side, under each of the two security cameras in the corridor, get the food ration and the box of C4. Then go into the small room at the end and take the camera (screenshot 4). A third gun camera is sweeping the area, so be careful. Return to the Armoury collecting the different ammunition in the remaining 5 chambers, making sure to avoid the 3 Genome guards. All you have to do now is return to the Underground Passage in the opposite direction to which you came.

7- CANYON

The attempted rescue of Donald Anderson and Kenneth Baker was no doubt a devastating failure. A powerful virus seems to be behind their deaths. Despite all of this, Solid Snake has to make it to the Nuke building in the hope of finding doctor Hal Emmerich who is the engineer responsible for the Metal Gear project. On her side of things, Meryl has once again decided to go it alone without considering the high stakes involved in this mission. This girl should really listen to Solid Snake, but appears to be preoccupied in being a master of her own destiny. There is an uncanny air of calm throughout the canyon, possibly the calm before the storm... Snake hasn't enough time to find an alternative route to the Nuke Building, if only there was one. Those tank tracks in the snow are not there by chance...

The batch of Claymore mines which are scattered at the entrance to the tank hangar require your immediate attention. It makes sense to defuse them now as this will avoid your accidentally walking over them in the future.



OBJECTIVE: MAKE IT TO THE NUKE BUILDING
ITEMS ON THIS LEVEL: 3 FOOD RATIONS [F.R.], 5 CLAYMORE MINES [C.M.], 4 BOXES OF GRENADES [G.], 2 BOXES OF CHAFF GRENADES [C.G.], LV CARD 3
ENEMIES: 1 TANK, 2 GUNNERS
SURVEILLANCE SYSTEMS: 4 GUN CAMERAS [G. CAM]
TRAPS TO AVOID: 35 CLAYMORE MINES [C. M.]

1- As Deepthroat told you, the Claymore mines are buried in the ground and an enemy tank awaits you.

2- Activate the Mine detector now, L2 button, to avoid running over a Claymore mine during your battle with the tank.

3- The radar shows 4 Claymore mines in front of you, crawl (✖ button) and the Direction button, up to each one to defuse them thus clearing the area (screenshot 1). Defused mines are automatically added to your inventory.

SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

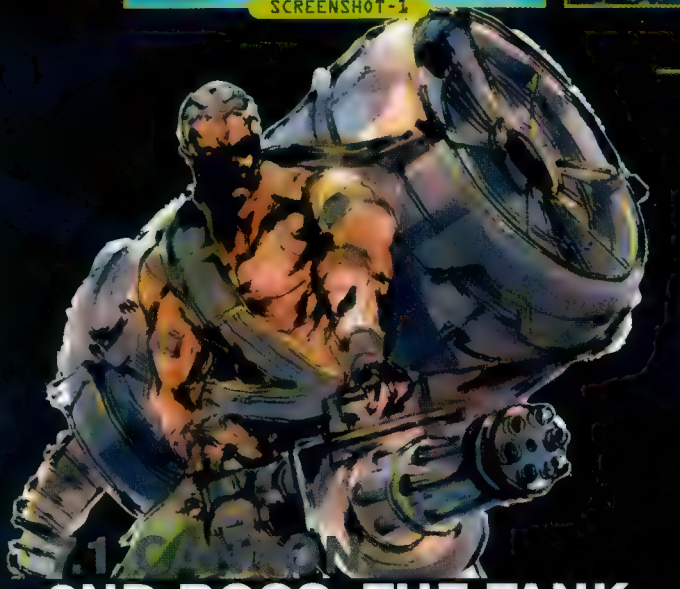
4- Now go to the left of the screen moving alongside the cargo door. Opposite, you will find a food ration and the last of the Claymore mines (screenshot 2).

5- Collect both of these, then select food rations as your left hand side item and Chaff grenades as your right hand side item. The battle approaches.

6- Before advancing towards the enemy, select your weapons and quickly train yourself in moving from Chaff grenades to grenades (holding on the R2 button, pressing the Directional button to right and left).

7- You will have to efficiently use both forms of grenades one after the other.

8- When you consider yourself to be ready, place yourself in the middle of the Canyon (screenshot 3) and walk straight ahead.



2ND BOSS: THE TANK

Deep Throat, one of Solid Snake's admirers, correctly detected a tank quietly awaiting Solid Snake just in front of the Nuke building. A conflict is inevitable and given the firing power of both adversaries, Solid Snake's chances seem very slim. However, Solid Snake knows this type of vehicle very well and jamming this piece of equipment will seem like child's play to him.

PROFILE:

Not too unlike David and Goliath, the cards seem to have already been dealt in this hand. But this boss also has an Achille's heel. Despite his impressive firepower, you can quickly get to the end of this combat by jamming his electronic equipment.

RECOMMENDED TECHNIQUE:

The first thing to do is to throw a Chaff grenade at the tank (■ button), which will result in scrambling its sensors and thus the main gun. Then make your way as quickly as possible up and to the right (right on the map) of the canyon near the cistern (screenshot 1). Here you are close to many different items. Now you can throw a second Chaff grenade before the first one wears out. Then, taking sight of your enemy, run around throwing a series of grenades (screenshot 2), followed by a chaff grenade. The gunner will not be able to use the main tank gun as long as your radar says "jamming". After the first grenade has exploded, a colleague will replace the gunner. You will need three further grenades to kill his successor.
You can pick up the LV Card 3 from the dead soldier, which enables you to enter the building at the top of your screen, which is the Nuke Building.

SCREENSHOT-1

SCREENSHOT-2

RETURN JOURNEY AFTER THE UNDERGROUND PASSAGE

Since your last journey through this area, the Canyon has undergone some major security improvements. In front of you there are four gun cameras as well as some thirty Claymore mines scattered around the Canyon. As soon as you exit the Nuke Building, you must avoid the camera on the left (left on the map). Select your Mine detector and move along the mountain on the left (left on the map) to get to the camera on the left (left on the map), (screenshot 1). When you are not in this camera's field of vision, continue on down along the mountain on the left side. Pass between all the Claymore mines you encounter lower down. Continue on, and you will arrive in front of another Claymore mine (screenshot 2). This one must be defused, crawl over it with the (✖ button) and the Directional button in order make it to the Cargo door. Once you're in the Tank Hangar 1, go to the lift to get down to level B2.

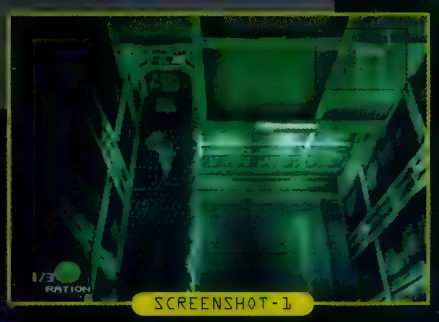
SCREENSHOT-1

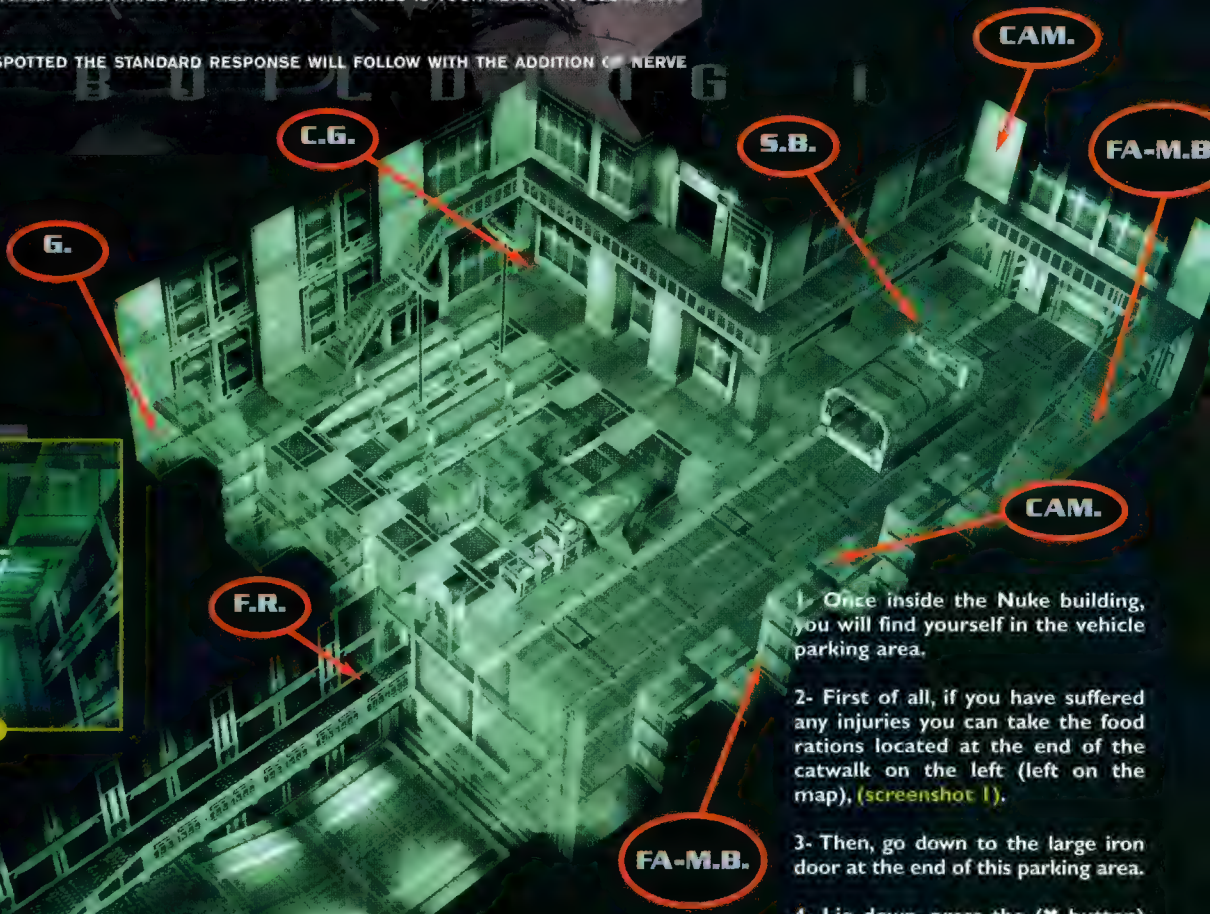
SCREENSHOT-2

8- NUKE BUILDING 1

NAOMI HUNTER, CHIEF MEDICAL OFFICER FOR FOXHOUND IS CONVINCED THAT DOCTOR HAL EMMERICH IS TO BE FOUND SOMEWHERE ON LEVEL B2. GETTING THERE SEEMS ALMOST LIKE SUICIDE SEEING THAT SOLID SNAKE HAS TO MAKE IT TO THE LIFT ON LEVEL 1 WITHOUT THE USE OF ANY OF HIS WEAPONS. THIS COULD PROVE FATAL, GIVEN THAT THERE ARE SEVERAL NUCLEAR WARHEADS ON LEVEL 1. KEEPING A COOL HEAD AT ALL TIMES, SOLID SNAKE WILL IDENTIFY THE RIGHT PLACES IN WHICH TO CONCEAL HIMSELF BEFORE DEALING WITH THE TASK AHEAD. BLENDING INTO HIS BACKGROUND WILL BE ONLY ONE OF SOLID SNAKE'S MANY CARDS WHEN DEALING WITH THE ENEMY.

AFTER THE COLOURFUL EPISODE IN THE CANYON, DISCRETION AND SILENCE ARE A PRIORITY IN THIS LEVEL. THERE IS NO QUESTION OF USING ANY WEAPON AS DISTURBING THE STORED NUCLEAR WARHEADS COULD BE FATAL. ALL YOUR WEAPONS WILL BE AUTOMATICALLY DEACTIVATED AND ALL THAT IS REQUIRED IS YOUR ABILITY TO BLEND INTO THE BACKGROUND. IF YOU ARE SPOTTED THE STANDARD RESPONSE WILL FOLLOW WITH THE ADDITION OF NERVE GAS BEING RELEASED.





OBJECTIVE: TAKE THE LIFT SO THAT YOU CAN GO DOWN AND SAVE DOCTOR HAL EMMERICH
ITEMS ON THIS LEVEL: 1 FOOD RATION [F.R.], 1 BOX OF GRENADES [G.], 1 BOX OF CHAFF GRENADES [C.G.], 2 BOXES OF FA-MAS BULLETS [FA-M.B.], 1 BOX OF SOCOM BULLETS [S.B.]
ENEMIES: 3 GENOME GUARDS
SURVEILLANCE SYSTEMS: 2 CAMERAS
TRAPS TO AVOID: NONE

1- Once inside the Nuke building, you will find yourself in the vehicle parking area.

2- First of all, if you have suffered any injuries you can take the food rations located at the end of the catwalk on the left (left on the map), (screenshot 1).

3- Then, go down to the large iron door at the end of this parking area.

4- Lie down, press the (✖ button) and Directional button forward and remaining stationary, look at your surroundings in first person view mode with the (▲ button) held down (screenshot 2).

5- Opposite you, to the right of the truck, you will find a stairwell leading to a catwalk. This is where you will find the lift.

6- A second set of stairs (screenshot 3) is to your left. Taking this second stairwell is the less risky of the two options as you avoid the camera above you.

SCREENSHOT-2

SCREENSHOT-3

7- From your current position, make sure the guards aren't on the path which leads to the truck, then run to the space between the first two containers on the right, (screenshot 4) and take the Fa-mas bullets.

8- Stay hidden in the dark for as long as possible.

9- Then, risk a quick check around by holding the (▲ button) down to make sure that no guard is left in the vicinity of the truck.

10- Certain that no guard is around, and taking note of the camera, run under the stairwell on the right and take the second box of Fa-mas bullets from underneath (screenshot 5).

11- Continue your journey towards the top of the room. Once up there go to the left, and you will see the Socom bullets on your way down (screenshot 6).

12- As soon as possible, go back to your previous position between the two containers.

13- Turn quietly to the left (left on the map) and, opposite the nuclear warheads, you will notice the last two containers along the bottom left wall.

14- As soon as the coast is clear, go and hide between these two containers (screenshot 7).

15- Wait for the right moment to leave the safety of your hiding place and go to the far left (left on the map) between the wall and the last container. Here you will find grenades and you will also benefit from the added advantage of being hidden in a dark area.

SCREENSHOT-4

SCREENSHOT-5

SCREENSHOT-6

SCREENSHOT-7

SCREENSHOT-8

SCREENSHOT-9

16- Now turn to first person view mode (▲ button). Behind one of the nuclear warheads opposite you is the last item (screenshot 8).

17- Look at your radar just to ensure that there are no nasty surprises waiting and then go and get the Chaff grenades.

18- As soon as this is done, go straight up the stairs and position yourself on the large step in the middle (screenshot 9).

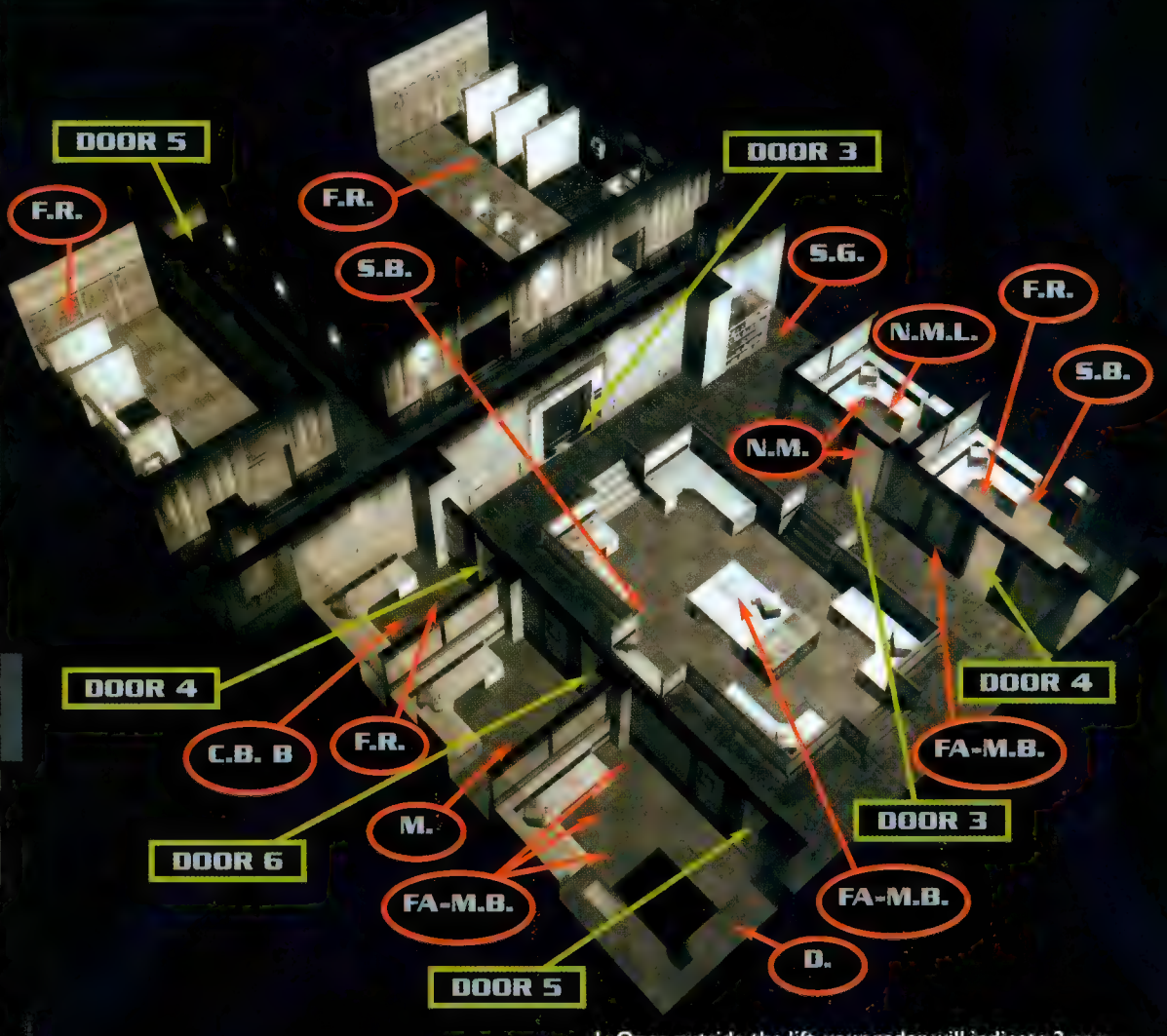
19- You are now safe from being spotted by anyone and only a few steps from the lift.

20- Wait until the guard on the catwalk turns to the right, then advance quickly and call the lift by pressing the (● button) 2 times. Select level B1.

9- NUKE BUILDING B1

ONCE OVER THE PREVIOUS LEVEL, SOLID SNAKE NOW HAS TO FIND THE NIKITA REMOTE CONTROLLED MISSILE LAUNCHER. THIS NEXT GENERATION REMOTE CONTROL MISSILE LAUNCHER WILL DEAL WITH ANY DISTANT THREAT AND WILL PUT SOLID SNAKE ON AN EVEN FOOTING WHEN DEALING WITH WELL ARMED OPPONENTS. ONLY ONE GUARD IS PATROLLING THE MAIN ROOM ON THIS LEVEL, IT SEEMS ALMOST LIKE AN INVITATION TO COME AND VISIT... THE GUARD'S COLLEAGUE IS CURRENTLY OCCUPIED SATISFYING A BASIC NEED IN THE MEN'S TOILETS ON THE LEFT (LEFT ON THE MAP).

IT'S TIME NOW TO LOAD UP YOUR ARSENAL AND TO ADD A WEAPON OF A MUCH MORE IMPRESSIVE CALIBRE. THE NIKITA IS A REMOTE CONTROLLED ROCKET LAUNCHER WHOSE MISSILES HAVE AN IN-BUILT LONG DISTANCE GUIDANCE SYSTEM. AFTER FIRING, USE THE DIRECTIONAL BUTTON TO GUIDE (CANNOT BE GUIDED IN AREAS WITH ELECTRONIC JAMMING). THIS WILL PROVE VERY HANDY IN ELIMINATING ENEMIES WHO ARE FAR AWAY. WATCH OUT FOR THE GUARD IN THE MEN'S TOILETS, HE CAN COME NOSING ABOUT THE MAIN ROOM AT ANY TIME.



OBJECTIVE: GET THE NIKITA REMOTE CONTROLLED MISSILE LAUNCHER
ITEMS ON THIS LEVEL: 2 BOXES OF SOCOM BULLETS [S.B.], 1 BOX OF STUN GRENADES [S.G.], THE NIKITA MISSILE LAUNCHER [N.M.L.], 2 BOXES OF NIKITA MISSILES [N.M.], 5 BOXES OF FA-MAS BULLETS [FA-M.B.], 1 DIAZEPAM [D.], 4 FOOD RATIONS [F.R.], CARDBOARD BOX B [C.B. B], 1 MEDICINE [M.]
ENEMIES: 2 GENOME GUARDS
SURVEILLANCE SYSTEMS: NONE
TRAPS TO AVOID: NONE

1- Once outside the lift, your radar will indicate 2 enemies. The first is in the toilets to the left (left on the map), and the second is in the main room opposite you (screenshot 1).

2- Straight away, go and kill the guard in the men's toilets on the left (screenshot 2), this will avoid your having two guards in the main room at the same time. While you are there, go to the far end of the men's toilets and get the ration in the last cubicle on your left.

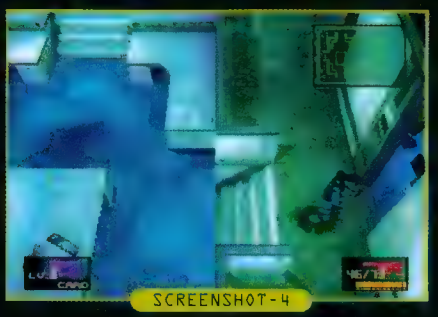
3- Select your LV Card 3, L2 button, then make sure the guard in the main room is not near the entrance. Having confirmed this, enter the main room on this level.

4- As soon as you arrive, turn to the right (right on the map) and hide behind the box placed in the recess of the wall (screenshot 3), and duck down (✖ button).

SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3


SCREENSHOT-4

SCREENSHOT-5

5- Take the Stun grenades in front of you, and return to your hiding place.

6- Wait for the guard to go to the left (left on the map), and then open the door just below you (screenshot 4).

7- Go in quickly and get the Nikita launcher as well as the Nikita missiles.

8- Don't take any silly risks when leaving this room and on your way out take the box of Socom bullets near the large desk in the centre of the room (screenshot 5), and the box of Fa-mas bullets under the same desk (screenshot 6).

9- Now leave this room and go to the lift without alerting the guard.

10- Call the lift (● button) 2 times, and choose level B2.

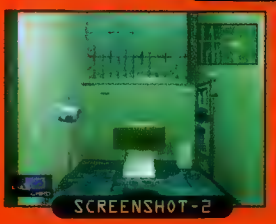
SCREENSHOT-6

RETURN JOURNEY

AFTER THE LAB

When you are on level B1, go directly into the main room. Meryl is the guard patrolling on the left of the screen and she will have a exclamation mark above her head (screenshot 1). She will leave to go to the toilets on the right (right on the map). Follow her, she will be waiting for you in her underwear and will hand you the LV Card 5 as well as the precious Pal key. Before leaving to follow her, pick up the food ration which is in front of the middle toilet (screenshot 2). Take this and leave, making your way to the large room on this level. All the guards have disappeared. Take advantage of this opportunity, to take Cardboard box B from the room numbered 4 on the left (left on the map). The Diazepam as well as 3 boxes of Fa-mas bullets are in the room numbered 5 which is on the far corner of the room on the left. In the two rooms numbered 3 and 4 on the right (right on the map), you will find respectively one food ration, Socom bullets, Fa-mas bullets and Nikita missiles. Following this, go and join Meryl outside the room. Walk straight ahead down the corridor located between the men's toilets and the lift. Continue straight down to the door numbered 5 and open it (screenshot 3). Before going inside, select both your food rations and your Stun grenades.

SCREENSHOT-1


SCREENSHOT-2

SCREENSHOT-3

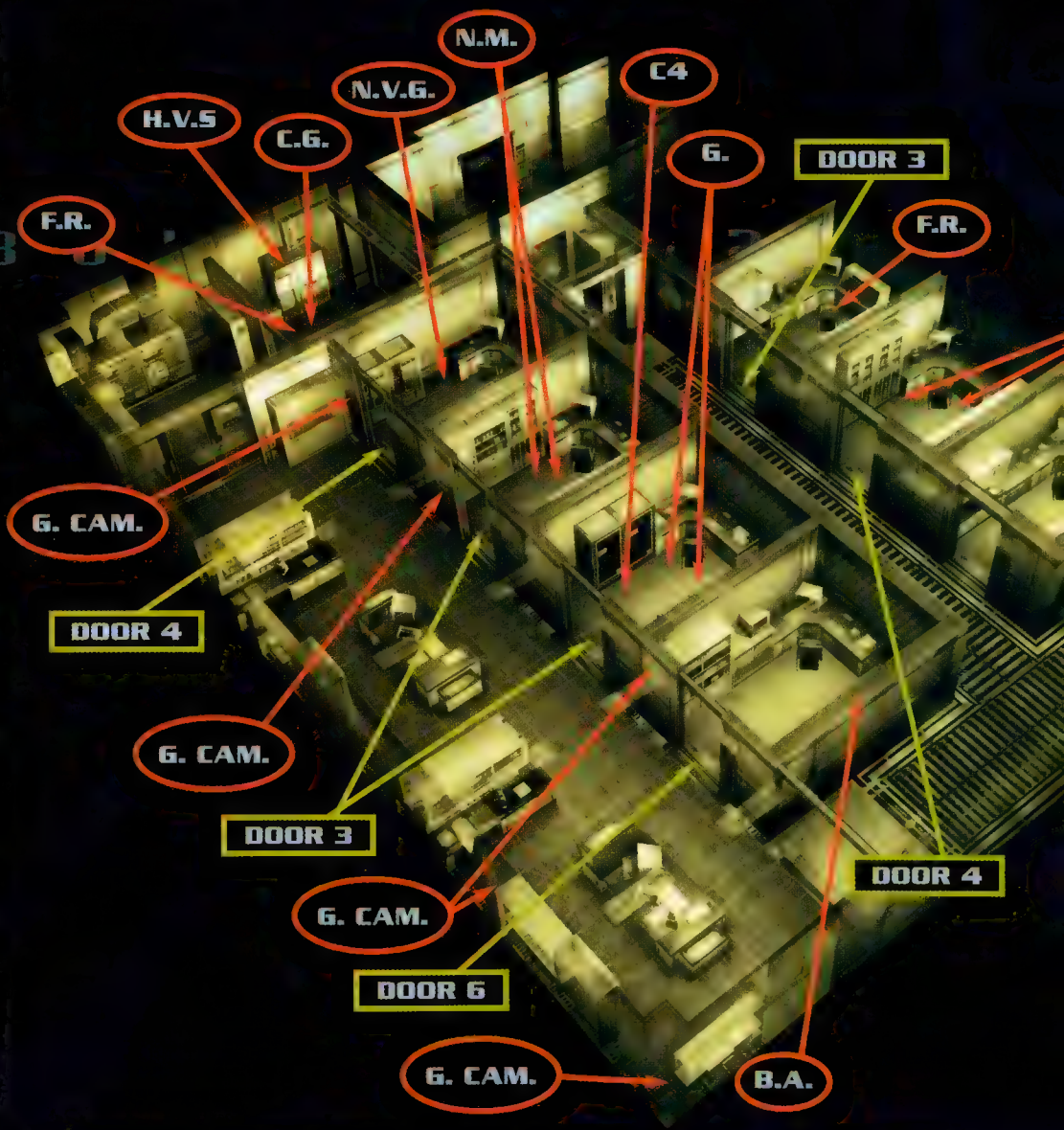
TIP

After finding Meryl in the main room on level B1 of the Nuke Building, follow her as quickly as possible into the women's toilets. Do your best to join her within five seconds. If you do this, Meryl won't have had the time to change. Your eagerness to catch up with her is well rewarded, because during the demo which is to follow, you can appreciate her added features.

10- NUKE BUILDING B2

FINALLY, SOLID SNAKE REACHES LEVEL B2! THERE ARE NOW ONLY A FEW METRES SEPARATING HIM FROM DOCTOR EMMERICH. AND WHAT'S MORE, NO GUARDS HERE TO CROSS HIS PATH. THINGS ARE UNFORTUNATELY NOT THAT EASY HOWEVER. THIS LEVEL IS FILLED WITH TOXIC GAS AND THE FLOOR IS TOTALLY ELECTRIFIED. A POWERFUL GENERATOR IS CHARGING THE FLOOR AND SO SOLID SNAKE MUST FIND A MEANS OF DESTROYING THIS GENERATOR FROM A DISTANCE... THINGS ARE EVEN MORE COMPLICATED SINCE THE DIFFERENT CAMERAS FROM THIS POINT ON HAVE MACHINE GUNS ATTACHED. THIS EXPLAINS THE ABSENCE OF THE GUARDS... DESPITE THESE DIFFICULTIES, THE DIFFERENT ITEMS AND WEAPONS SCATTERED AROUND THIS LEVEL WILL GIVE SOLID SNAKE THE OPPORTUNITY TO STOCK UP ON STATE OF THE ART EQUIPMENT.

YOU NOW LEARN THAT DOCTOR HAL EMMERICH IS ON THIS LEVEL. NO LUCK FOR YOU SINCE THE ONLY WAY OF REACHING THE DOCTOR IS VIA A CORRIDOR FILLED WITH GAS. THE FLOOR OF THIS CORRIDOR IS ELECTRIFIED. AFTER STEPPING OUT OF THE LIFT, LEAN AGAINST THE WALL ON THE RIGHT (RIGHT ON THE MAP) AND THE CAMERA MOVES RIGHT TO REVEAL A DOCTOR EMMERICH PACING UP AND DOWN. UNFORTUNATELY THE WALL BETWEEN YOU AND HIM IS EXTREMELY DENSE AND NEITHER TAPPING NOR C4 ALERT HAL EMMERICH TO YOUR PRESENCE. YOU NEED TO GET TO THE ROOT OF THE PROBLEM BY DESTROYING THE HIGH VOLTAGE SWITCHBOARD THAT IS THE ELECTRICAL ENERGY SUPPLY.



OBJECTIVE: USE THE NIKITA LAUNCHER TO DESTROY THE HIGH VOLTAGE SWITCHBOARD [H.V.S]
ITEMS ON THIS LEVEL: 1 BOX OF CHAFF GRENADES [C.G.], 2 FOOD RATIONS [F.R.], GAS MASK [G.M.], 1 BOX OF C4 [C4], 2 BOXES OF GRENADES [G.], 2 BOXES OF NIKITA MISSILES [N.M.], THE NIGHT VISION GOGGLES [N.V.G.], 2 BOXES OF STUN GRENADES [S.G], THE BODY ARMOUR [B.A.], 1 BOX OF FA-MAS BULLETS [FA-M.B.]
ENEMIES: NONE
SURVEILLANCE SYSTEMS: 7 GUN CAMERAS [G. CAM.]
TRAPS TO AVOID: DEADLY NERVE GAS, ELECTRIFIED FLOOR

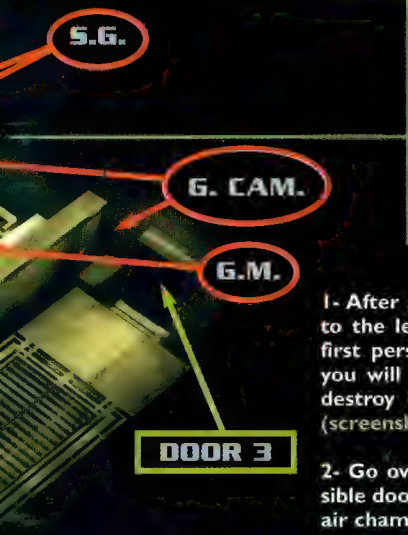
SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

SCREENSHOT-4

SCREENSHOT-5



1- After stepping out of the lift, turn to the left (left on the map) and in first person view mode (▲ button), you will see the target you have to destroy behind the yellow window (screenshot 1).

2- Go over and open the only accessible door, you now find yourself in an air chamber.

3- Select your Nikita launcher, R2 button, and open the second door.

4- The clock is ticking, since the gas is causing your oxygen reserves to spiral down.

5- Stand just in front of the electrified floor (screenshot 2).

6- Quickly fire a missile by pressing and releasing the (■ button), then follow it's progress by switching to remote first person view mode (▲ button) held down.

7- You can direct the missile by means of the Directional button.

8- The missile does not have a constant speed so keep the (▲ button) held down throughout the rocket guidance for the best results.

9- Continue to direct it straight through the corridor, making it hug to the left wall (left from the missile's point of view).

10- At the junction, turn right (right of the missile's point of view) into the room where there is only one visible camera (screenshot 3).

11- Continue by hugging the wall on the right (right of the missile's point of view) and passing under the cameras, continue straight to the end of the room to the left, towards the 2 green windows (screenshot 4).

12- Go through these two windows and immediately turn to the right to end up in the small room at the end.

13- The high voltage switchboard is just to the left, bang straight into it in order to destroy it (screenshot 5).

SCREENSHOT-6

SCREENSHOT-7

SCREENSHOT-8

10- NUKE BUILDING B2

14- The electrified floor no longer represents a threat. Nevertheless, go back into the air chamber where you started, so that you can build up your oxygen reserves again.

15- Still equipped with the LV Card 3, go down the corridor as far as the first door to take the food ration.

16- Following this, go and open the third door further down and throw a Chaff grenade inside to jam the gun camera located in the interior, take the Gas mask at the end and to your right (screenshot 6).

17- Go back to the air chamber.

18- From this point on, speed and co-ordination are of the essence. You must follow the same path as the missile to pick up different equipment.

19- Select the Chaff grenades, R2 button and the LV Card 3, L2 button.

20- Have the foresight to equip yourself with the Gas mask as soon as you have opened or closed a door.

21- Run up to the junction of the path that goes to the left (left on the map), (screenshot 7) and use a Chaff grenade for all the cameras.

22- Continue on into this area and open the second door on the right (right on the map) from the bottom.

23- Take the C4 and the grenades which are inside.

24- Before leaving the room, throw a second Chaff grenade and open the next room. Here you will find Nikita missiles.

25- Exit this room and go further up in this area where the high voltage switchboard was (screenshot 8). Take the food ration and the Chaff grenades.

26- Jam the cameras once again and run back quickly to reload your oxygen reserves.

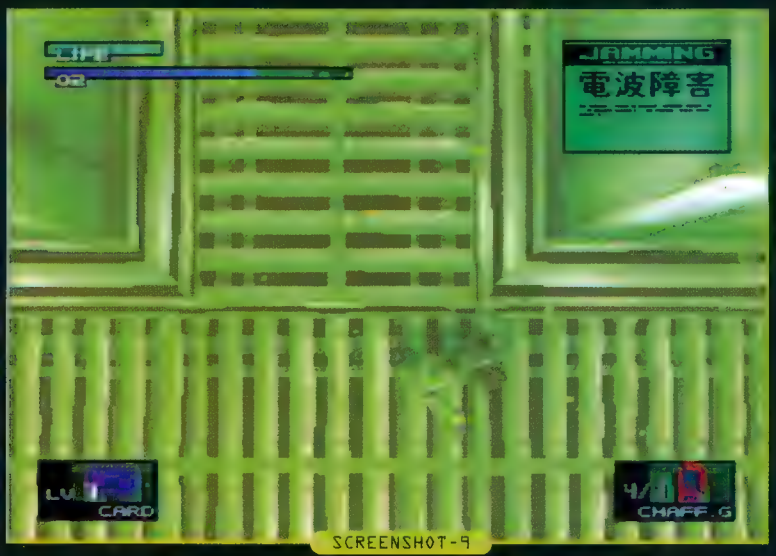
27- Following all this activity, go back down the corridor, but this time turn to the right (right on the map). As standard, throw a Chaff grenade to neutralise the camera above the door (screenshot 9) and enter.

28- A second air chamber allows you to catch your breath.

29- Now open the door on the right (right on the map) and then the second door on your left (facing up the map) (screenshot 10).

30- In this corridor it seems that you've missed the party, pick up the Fa-mas bullets near one of the bodies on the right (right on the map).

31- Continue towards the left and before seeing your old acquaintance again, select your food rations and enter through the door where the security lock is deactivated.



SCREENSHOT-9

SCREENSHOT-10

RETURN JOURNEY FROM THE LAB

While you are on level B2, go to the door numbered 4 located just before the room with the high voltage switchboard close to the gun cameras (screenshot 1). You will find the Night vision goggles in this room. If required, take any additional equipment which you may need to stock up, then go to the lift and go to level B1.

SCREENSHOT-1

10.1 LAB

3RD BOSS: NINJA

The carnage in the corridor leading up to the Lab would appear to have been caused with a sharp instrument at the hands of a master. It seems just one strike was enough to take the life of each of the 7 massacred guards. Other than Solid Snake, Meryl and the Ninja are the only two people hostile to the terrorists in the nuclear base. The Ninja would appear responsible for this killing. His perfect camouflage renders him completely invisible to his enemies. An unusual confrontation awaits Solid Snake who will be fighting for his life and that of Doctor Emmerich against this powerful Ninja adversary.

OBJECTIVE: SAVE DOCTOR EMMERICH BY CONFRONTING THE NINJA
ITEMS ON THIS LEVEL: 1 FOOD RATION (F.R.), 2 BOXES OF FA-MAS BULLETS (FA-M.B.), 1 BOX CHAFF GRENADES (C.G.), 1 BOX OF SOCOM BULLETS (S.B.), LV CARD 4
ENEMIES: 1
SURVEILLANCE SYSTEMS: NONE
TRAPS TO AVOID: NONE

PROFILE:

This mysterious fighter who helped you against Revolver Ocelot is master of many fierce combat techniques. In addition, he is equipped with a sophisticated camouflage system. However he can be detected with Thermal goggles. In contrast to the other bosses, he has an intense sense of honour and will challenge you to hand to hand combat. All fire arms prove useless against him because his sword automatically deflects bullets. Nevertheless, you can jam his electronic camouflage system with chaff grenades. This will render him immobile for a brief moment. The confrontation takes place over 5 distinct phases and will require you to rapidly switch from one item to another.

RECOMMENDED TECHNIQUE:

1st stage:

As you arrive, avoid the double kicks of the ninja and get the food ration behind the windows to the top and left (left on the map), (screenshot 1). Continually circle your opponent and as soon as he is finished with his impressive moves attack him by multi-pressing the (● button).

2nd stage:

Delighted to have found an antagonist who is to his standard, the Ninja goes back on the offensive. Continue to injure him by use of the same technique. When he jumps into the air move away quickly to avoid his falling on top of you (screenshot 2). If possible, try to lure him into an open space like the area down and to the left of the room (left of the map) (screenshot 3).

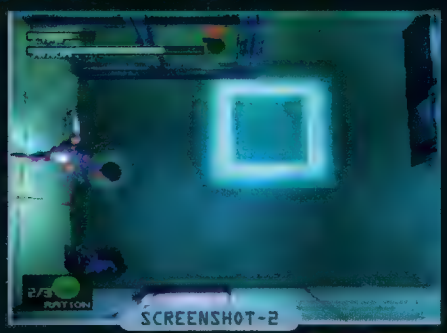
3rd stage:

With the fight now turning to your advantage, he will use his camouflage to attack you in a cowardly manner. Select your Thermal goggles, L2 button, also selecting your rations in case of any injuries. At first he will hide between different machines (screenshots 4-5). Drive him out of his hiding places and force him to return in front of the control panel (screenshot 6).

4th stage:

As if to display a masochistic tendency he will invite you to hit him. His new tactic is based on the counter attack, as soon as you approach him he will disappear only to attack you from behind. Don't be drawn in by this tactic as the Ninja will come of his own volition. You must draw him into a clear area in which to fight (screenshot 7). As soon as he disappears, beware of his planned attack from behind. In anticipation of this, turn

SCREENSHOT-1


SCREENSHOT-2

SCREENSHOT-3

SCREENSHOT-4

SCREENSHOT-5

10- NUKE BUILDING B2

10.1 LAB

3RD BOSS: NINJA

and run around to be ready to counter attack when he reappears (screenshot 8). If this is too difficult, opt for the Chaff grenades, which will immobilise him and permit you to attack him without risk.

5th stage:

Move far away from the Ninja because a field of electricity protects him. Throw a grenade at him each time he moves until he finally gives in (screenshot 9), or just simply shoot him.

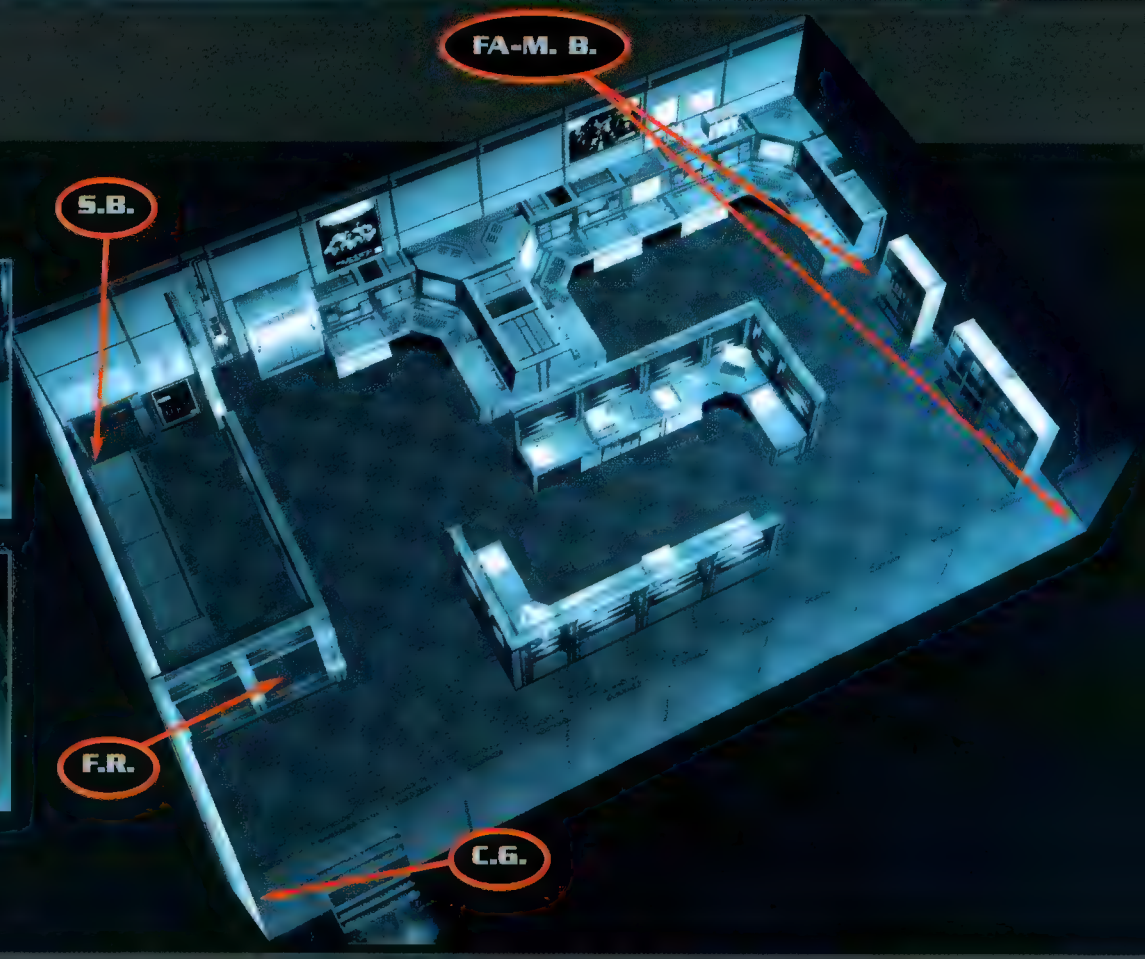
The Ninja is in fact Gray Fox, a soldier who underwent experimental gene therapy in the care of FOXHOUND. Suddenly overcome with a strange illness, he escapes again. Hal Emmerich, after getting out of the cupboard in which he was hiding will give you the LV Card 4 and will tell you where the Metal Gear is. Meryl awaits you in disguise on level B1 of the Nuke Building (see corresponding frame on the pages on Nuke Building B1). To get to her, retrace your steps from the lab, passing first by level B2 of the Nuke Building (see the corresponding frame on the pages on the Nuke Building B2). Items such as rations or ammunitions have been replaced in the levels that you are about to go through again.

SCREENSHOT-6

SCREENSHOT-7

SCREENSHOT-8

SCREENSHOT-9



1-800-571-3105 60

10.2 COMMANDER ROOM

4TH BOSS: PSYCHO MANTIS

OBJECTIVES: KILL PSYCHO MANTIS WITHOUT KILLING MERYL
ITEMS ON THIS LEVEL: 2 FOOD RATIONS [F.R.], 3 BOXES OF FA-MAS BULLETS [FA-M.B.], AND 2 BOXES OF SOCOM BULLETS [S.B.]
ENEMIES: 1
SURVEILLANCE SYSTEMS: NONE
TRAPS TO AVOID: NONE

It now becomes clear that Psycho Mantis, the powerful telepathic FOXHOUND renegade, is responsible for the hallucinations which are effecting Solid Snake. Meryl will fall victim to his telekinetic and mind reading abilities. Psycho Mantis is a poor fighter and prefers to draw his enemy to his cause, a strategy of divide and conquer. Will Solid Snake be mentally strong enough to stop Psycho Mantis from reading his mind ? His task is the more difficult since Meryl, influenced by Psycho Mantis, has turned against Solid Snake. Without killing her, Solid Snake must defend himself from Meryl.

PROFILE:

This ex-KGB agent is now a member of FOXHOUND. His strength lies in his telekinetic powers and in his ability to read other people's minds. He can therefore predict the reactions of his opponents. In addition to this, he can will the furniture in a room to attack you. He is capable of gaining influence over Meryl and have her shoot at you. To counteract his tapping into your mind, simply switch your joypad to port 2 on your PlayStation. Now use the element of surprise of this tactic to defeat him while he tries desperately to tune into your mind. As with the previous confrontation with the ninja, this battle will be broken up into different phases.

RECOMMENDED TECHNIQUE:

1st phase:

As soon as you have entered the room Meryl will be under the control of Psycho Mantis and will shoot at you (screenshot 1). Run around her, then use a Stun grenade to daze her without injuring her.

2nd phase:

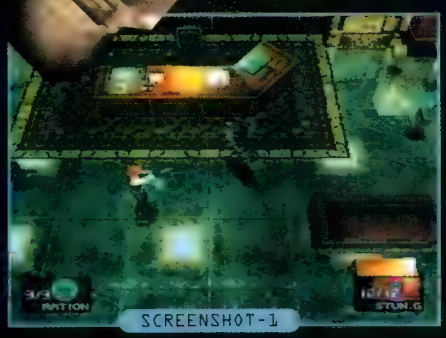
Your enemy finally shows his face while he engages you in conversation. Connect your joypad to port 2 on your PlayStation, making it impossible for him to anticipate your actions. Then arm yourself with your Fa-mas and follow Psycho Mantis wherever he goes. If he causes an object to levitate, take cover behind a large piece of furniture (screenshot 2).

3rd phase:

After being injured by a few bullets, Psycho Mantis will decide to use the same camouflage as the ninja. Bring up your Thermal goggles, L2 button, to spot him (screenshot 3). Don't opt for hand to hand combat. As soon as you see his heat source, shoot at him from a distance. He'll reappear after a brief moment. As he will camouflage himself not long afterwards keep your Thermal goggles on for as long as your energy will allow.

4th phase:

Irritated by his inability to read your mind, Psycho Mantis will focus on Meryl again. She will start shooting at you. As before, the Stun grenades are the best way of dealing with her. Psycho Mantis will then attempt to force Meryl to shoot herself (screenshot 4). What he does not realise is that you can break his hold by using a Stun grenade.


SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

SCREENSHOT-4

10- NUKE BUILDING B2

10.2 COMMANDER ROOM

4TH BOSS: PSYCHO MANTIS

5th phase:

Psycho Mantis will be confused by your counter attacks and will disappear to try to attack you by surprise. Select the Thermal goggles once again and once you detect him you can finish him off once and for all (screenshot 5). Just before dying, Psycho Mantis will open up the exit onto the passage behind the bookcase at the end of the room (screenshot 6). Go through and take the Fa-mas bullets, Socom bullets and the food ration to the right of the stairs. Then open the door at the end.

SCREENSHOT-5

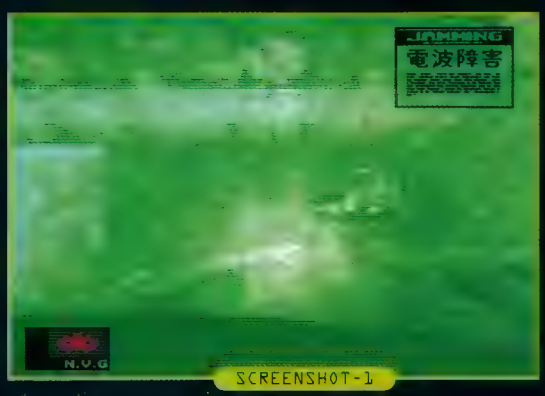
SCREENSHOT-6

11- CAVE

The darkness and howling lend to an eerie atmosphere in the caves. Solid Snake has to join a rather impatient Meryl at the other side. Both the wolf dogs and obscurity limit his progress. Solid Snake's experience in Husky sleigh racing is a valuable resource here. He knows that these animals will not attack unless provoked and, aware that this is their territory, he tries to advance without killing or even wounding one of them.

Believing that she is the leader of your team, Meryl has once again gone ahead of you and is waiting for you in front of the door numbered 5. The bad light in this area considerably reduces your field of vision. Use the Night vision goggles you just picked-up so that you can get your bearings in this new environment. The caves are inhabited by wolf-dogs who will attack you on sight. Use the Stun grenades to daze them. Advance without having to kill the dogs unnecessarily.

OBJECTIVE: MAKE IT TO THE DOOR LEADING TO THE UNDERGROUND PASSAGE WHERE MERYL IS WAITING FOR YOU
ITEMS ON THIS LEVEL: 3 FOOD RATIONS [F.R.], 1 BOX OF SOCOM BULLETS [S.B.], 2 BOXES OF FA-MAS BULLETS [FA-M.B.], DIAZEPAM [D.], 3 BOXES OF PSG1 BULLETS [PSG1 B.]
ENEMIES: 5 WOLF DOGS
SURVEILLANCE SYSTEMS: NONE
TRAPS TO AVOID: NONE



SCREENSHOT-1

1- Before you do anything, put on the Night vision goggles, L2 button, and select the Stun grenades, R2 button.

2- Go to the right of the screen following the passage (screenshot 1).

3- At the end of this passage you will find Socom bullets on your right and food rations on your left.

4- By pressing your back against the top wall of the cave on your left, you will see Meryl who is waiting for you on the other side (screenshot 2).

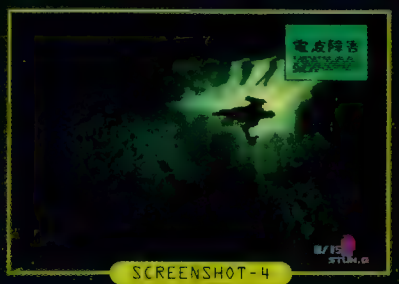
5- Come back towards the door and take the path on your right.

6- Stop just before the small stone arch which is blocking you (screenshot 3) and crawl under it, (✖ button) and Directional button forward.

11- CAVE

SCREENSHOT-2

SCREENSHOT-3



SCREENSHOT-4

SCREENSHOT-5

SCREENSHOT-6

7- Remaining stretched out under the arch you will see the wolf-dog which is walking in circles.

8- Wait for it to move far enough away and then get up and throw a Stun grenade.

9- Advance very carefully towards the illuminated cave at the top and to the right (screenshot 4) and immediately turn to the left (left on the map) and take the Fa-mas bullets.

10- Turn to first person view mode, (▲ button) held down, to observe the other wolf-dogs.

11- Step by step, make your way slowly to the path on the right (right on the map). Turn to first person view mode and when you see a wolf-dog in the distance, throw a Stun grenade to daze it.

12- Don't hesitate in using Stun grenades to daze other wolf-dogs.

13- When you have covered the area and reached the path, turn to your right and move down as far as the cul-de-sac.

14- Position yourself in front of the wall at the end (screenshot 5) and crawl through to get to the other side.

15- In this cave, you will find the second food ration, Fa-mas bullets, as well as Diazepam.

16- Leave this cave and return to the cul-de-sac. Crawl under the wall on the right (right on the map), (screenshot 6). You will notice a wolf cub in this area.

17- Meryl is at the top of the path with the wolf cub. There is a third food ration just behind Meryl.

18- Open the door at the top which leads onto the Underground Passage.

TIP: WHEN YOU ARRIVE IN THE CAVES FOR THE FIRST TIME AND CATCH UP WITH MERYL, HIT HER A FEW TIMES. THEN HIDE YOURSELF IN A CARDBOARD BOX IMMEDIATELY AFTERWARDS. UNDER MERYL'S ORDERS, THE WOLF CUB WILL URINATE ON YOUR HIDING PLACE. FROM NOW ON YOU HAVE THE SAME ODOUR AS THE WOLF-DOGS, AND AS LONG AS YOU STAY ON THIS LEVEL, THEY WILL NOT ATTACK YOU (WITH OR WITHOUT THE CARDBOARD BOX). EACH TIME YOU RETURN, IF YOU SELECT THE CARDBOARD BOX THAT THE WOLF CUB URINATED ON (YOU CAN MOVE WITH THIS ITEM SELECTED), THE WOLF-DOGS WILL NOT ATTACK YOU.

RETURN JOURNEY AFTER GETTING THE PSG1

Stock up on equipment, and take the 3 boxes of PSG1 bullets which weren't here before (screenshot 1).

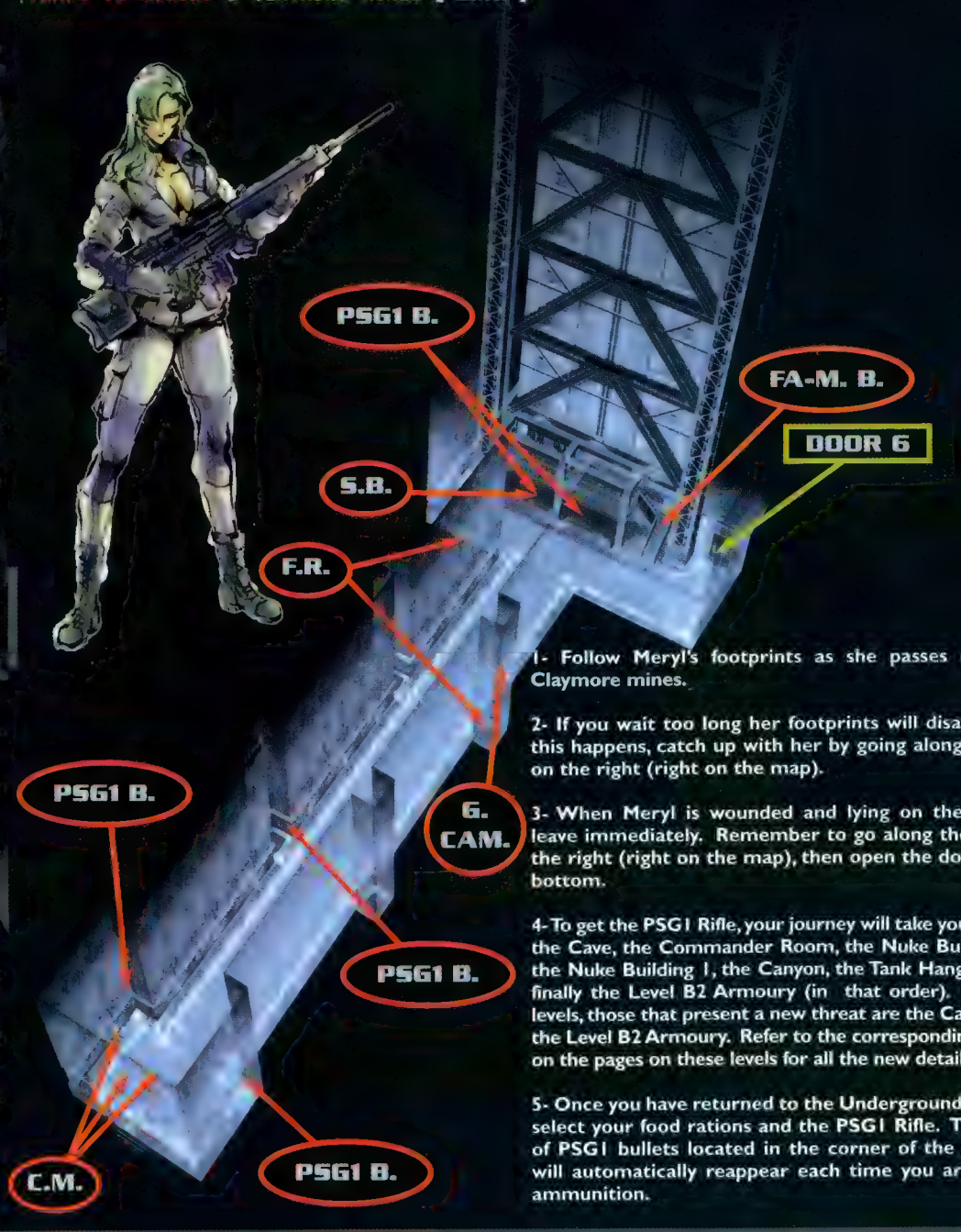
SCREENSHOT-1

12- UNDERGROUND PASSAGE

THE INTRUSION OF PSYCHO MANTIS INTO MERYL'S MIND HAS PRODUCED SOME ADVANTAGES SINCE SHE NOW KNOWS EXACTLY THE LOCATION OF EACH CLAYMORE MINE BURIED IN THE GROUND. FOR ONCE SHE WILL WAIT FOR SOLID SNAKE RATHER THAN GOING IT ON HER OWN. IT'S BETTER FOR HER NOT TO VENTURE IT ALONE, AS SHE IS A PRIME TARGET FOR A HUNTER LYING IN WAIT FOR EASY PREY...

OBJECTIVE: AVOID THE CLAYMORES SCATTERED IN THE GROUND
ITEMS ON THIS LEVEL: NONE
ENEMIES: 1
SURVEILLANCE SYSTEMS: NONE.
TRAPS TO AVOID: 3 CLAYMORE MINES [C.M.]

THIS LARGE PASSAGE IS AN IDEAL LOCATION FOR ANYONE WANTING TO SET AN AMBUSH. MERYL WILL SHOW YOU HOW TO AVOID THE CLAYMORE MINES. TRUST HER SINCE YOUR MINE DETECTOR IS USELESS FOR THE TIME BEING. WHEN YOU CATCH UP WITH MERYL, A SNIPER WILL HIT HER IN THE LEG. NOT HAVING THE NECESSARY WEAPON TO FIGHT AT THIS POINT, RETURN WITHOUT DELAY TO LEVEL B2 OF THE TANK HANGAR TO GET THE PSG1 RIFLE. NOTE THAT YOU CAN ALSO PICK UP ITEMS SUCH AS FOOD RATIONS AND AMMUNITION ON THE DIFFERENT LEVELS THAT YOU REVISIT.



1- Follow Meryl's footprints as she passes over the Claymore mines.

2- If you wait too long her footprints will disappear. If this happens, catch up with her by going along the wall on the right (right on the map).

3- When Meryl is wounded and lying on the ground, leave immediately. Remember to go along the wall on the right (right on the map), then open the door at the bottom.

4- To get the PSG1 Rifle, your journey will take you through the Cave, the Commander Room, the Nuke Building B1, the Nuke Building 1, the Canyon, the Tank Hangar 1, and finally the Level B2 Armoury (in that order). Of these levels, those that present a new threat are the Canyon and the Level B2 Armoury. Refer to the corresponding frames on the pages on these levels for all the new details.

5- Once you have returned to the Underground Passage, select your food rations and the PSG1 Rifle. The boxes of PSG1 bullets located in the corner of the entrance will automatically reappear each time you are low on ammunition.

12- UNDERGROUND PASSAGE

OBJECTIVES: CONFRONT SNIPER WOLF
ITEMS ON THIS LEVEL: 5 BOXES OF PSG1 BULLETS [PSG1 B.], 1 BOX OF SOCOM BULLETS [S.B.], 1 BOX OF FA-MAS BULLETS [FA-M.B.], 2 FOOD RATIONS [F.R.]
ENEMIES: 1
SURVEILLANCE SYSTEMS: 1 GUN CAMERA [G. CAM.]
TRAPS TO AVOID: NONE

12.1 UNDERGROUND PASSAGE

5TH BOSS: SNIPER WOLF

The clock is ticking. Confronting Sniper Wolf remains the priority. Only with Sniper Wolf eliminated can Solid Snake make it to the Communication Tower.

PROFILE:

To lie in waiting and to hit her prey unannounced is the natural essence of the beautiful Sniper Wolf. She can lie in waiting, motionless on any target for hours, even days on end.

RECOMMENDED TECHNIQUE:

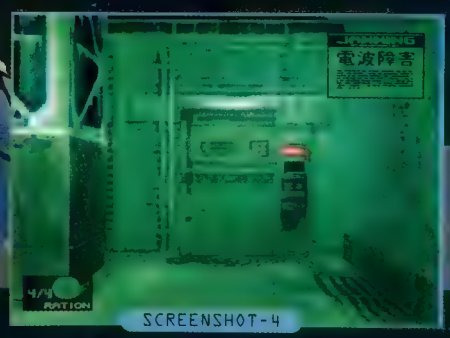
In contrast to the other bosses, Sniper Wolf has no obvious weakness. The terrain stands in her favour as you are in a clear area with nowhere to hide. Using the PSG1 puts you under a lot of psychological pressure. This makes you tremble and renders it difficult to aim. To overcome this problem use 2 Diazepam which will control your shaking and enable you to aim correctly. The quickest way of hitting Sniper Wolf is to stay close to the entrance and to aim and shoot at her (screenshot 1). If she succeeds in wounding you, the impact will displace you from your original position (screenshot 2). Get up, PSG1 deselected and then press the (✖ button), before repositioning yourself correctly. Ensure that you always have enough ammunition.

TIP: TO KILL SNIPER WOLF QUICKLY, SHOOT AT HER WHEN SHE MOVES AROUND (SCREENSHOT 3).

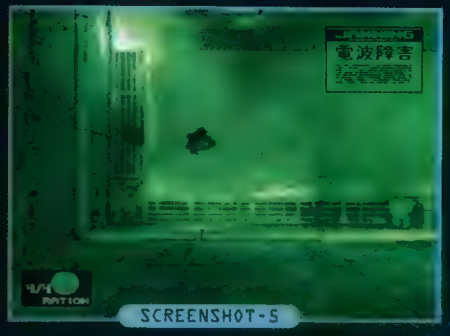
SCREENSHOT-3

SCREENSHOT-1

SCREENSHOT-2



SCREENSHOT-4



SCREENSHOT-5

Once you have eliminated Sniper Wolf, go down the Underground Passage and before going to open the door numbered 6 at the end and on the right (right on the map), (screenshot 4) take the PSG1 bullets from the first gap in the wall on the left (left on the map). Continue on, and collect the food ration at the top of the passage on the left (left on the map) (screenshot 5). Take the box of Socom bullets and the box of Fa-mas bullets from under the stairs. Go to the catwalk where Sniper Wolf had positioned herself and take the PSG1 bullets. You can now go down to the door on the right (right on the map) of the stairs for a little surprise...

13- MEDI ROOM

JUST BEFORE HE MAKES IT TO THE DOOR, SOLID SNAKE IS GREETED BY 2 GUARDS AND SNIPER WOLF. THERE'S NO ESCAPING THIS ONE. IN ADDITION TO SNIPER WOLF, SOLID SNAKE IS ABOUT TO HAVE AUDIENCE WITH TWO OTHER BOSSES, REVOLVER OCELOT AND LIQUID SNAKE. THIS IS THE MOMENT SOLID SNAKE'S ENEMIES HAVE BEEN WAITING FOR. THE CHANCE TO CAPTURE HIM AND SUBMIT HIM TO AN INTERROGATION BY OCELOT. STRIPPED OF ALL HIS EQUIPMENT, SOLID SNAKE WILL NEED MUCH STRENGTH TO WITHSTAND AND RESIST OCELOT'S TORTURE TECHNIQUES...

OBJECTIVE: ESCAPE FROM THE MEDI ROOM
ITEMS ON THIS LEVEL: ALL OF SOLID SNAKE'S EQUIPMENT (E), HANDKERCHIEF, 1 FOOD RATION (F.R.), LV CARD 6
ENEMIES: 1 GUARD
SURVEILLANCE SYSTEMS: 1 GUN CAMERA (G. CAM.)
TRAPS TO AVOID: NONE

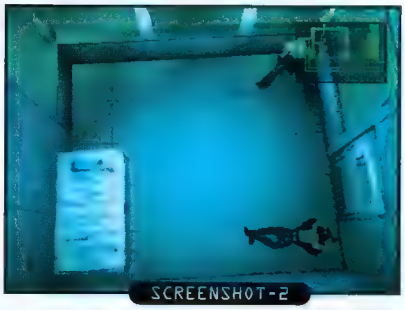
THERE ARE 2 TORTURE SESSIONS DIVIDED INTO 4 PARTS. PRESSING THE (● BUTTON) MANY TIMES CAUSES YOUR ENERGY BAR TO REPLENISH ITSELF, DEPENDING ON YOUR SPEED. THE SELECT BUTTON ALLOWS YOU TO STOP THE TORTURE, BUT TO THE DETRIMENT OF MERYL. TO SUCCEED IN KEEPING YOUR ENERGY BAR SUFFICIENTLY REPLENISHED, PRESS ON THE (● BUTTON) AS SOON AS THE BELL RINGS OUT.

13- MEDI ROOM

SCREENSHOT-1

1ST TORTURE SESSION:

Disappointed with your level of resistance, Ocelot will have you taken to your cell. There you will find the Darpa chief, Donald Anderson, lying dead in the cell. It would appear that he has been dead for several days (screenshot 1). There is only one guard surveying the area and he has a cold (because of a certain woman who took his clothes after knocking him out). You can hide under the bed in the cell. For the moment this serves no purpose. Wait until they come to get you for the second torture session. If you stop the torture by pressing the Select button, you will jump straight to the cell scene which occurs after the second torture session.


SCREENSHOT-2

SCREENSHOT-3

2ND TORTURE SESSION:

After the second torture session and once returned to the cell, the guard outside will be overcome by an urgent need to go to the toilet. During this time, Otacon will come and give you a few items to help you with your escape. As soon as Otacon is gone and before the guard comes back, lie down (✖ button) and Directional button, below the door. Then use the Ketchup by pressing on the (● button) to fake a wound (screenshot 2). The guard will go into the cell to check out your state of health. As soon as he is inside, get up and strangle him (■ button). If the guard doesn't fall for your trick, wait for him to walk away or to fall asleep, and hide under the bed (screenshot 3). You must wait until he is in the cell before you kill him. Then exit to escape.

TIP: IF AFTER THE SECOND TORTURE SESSION YOU STILL HAVEN'T ESCAPED, YOU WILL UNDERGO A THIRD SESSION. BACK IN THE CELL, IT WILL BE THE NINJA WHO WILL FREE YOU (SCREENSHOT 4).

SCREENSHOT-4

1- Come out of the cell and go down the corridor, get the food ration located below the door numbered 6 leading onto the torture chamber (screenshot 5).

2- With the LV Card 6, go into the room and walk around the torture device to the right (right on the map) and pick up all your equipment which is in the red box (screenshot 6).

3- It is possible Ocelot has put a time bomb amongst your items. If so, it will detonate when the counter reaches zero. Select the time bomb (it will appear as "Timer") by pressing down on the L2 button, and at the same time, throw it away by pressing down on the (● button). Make sure to take cover when you do so. If you choose not to throw the bomb away, this will cause severe wounding later on.

4- After you have thrown the bomb, throw a Chaff grenade to jam the camera on the top right (right on the map) hand side of the room, and leave by the door under it (screenshot 7). This takes you directly to the Tank Hangar level B1 Cell.

5- As soon as you are in the cells use a Chaff grenade on the cameras.

6- If needed, take the food ration from under the bed in the cell where Donald Anderson died.

7- Then go to the lift and select the Tank Hangar level 1.

Your objective is now to return to the Underground Passage where you can finally open the door numbered 6 (in front of which you were captured earlier). Your journey will take you back through, in the following order, the Tank Hangar 1, one of the two ventilation shafts of the Tank Hangar level 1, the Heliport (use Cardboard box B in the truck), the Nuke Building 1, the Nuke Building B1 to get the food ration, ammunition and medicine (if needed, it will stop your incessant sneezing), the Commander Room and finally the Cave (use Sniper Wolf's handkerchief and the wolf dogs won't attack you). Each time you change level√ the current items are replaced so don't hesitate in stocking up, most notably with Stun grenades which will prove very useful in subsequent confrontations. Note that upon your return to the Underground Passage there is a gun camera in the second alcove on the right. Passing it at a close distance allows you to avoid its bullets.

SCREENSHOT-5

SCREENSHOT-6

SCREENSHOT-7

14- COMMUNICATION TOWER A

GETTING TO COMMUNICATION TOWER A REQUIRED MANY SACRIFICES. ALTHOUGH THE METAL GEAR IS NOW NOT THAT FAR OFF, THERE STILL REMAINS SO MUCH TO DO IN ORDER TO DESTROY IT. THE COMMUNICATION TOWER IS HEAVILY GUARDED ALTHOUGH IT HAS THE APPEARANCE OF BEING VERY QUIET. WHAT'S MORE, IT OFFERS NO AVAILABLE ESCAPE ROUTE. COMMUNICATION TOWER A IS CONSTRUCTED AROUND A UNIQUE METAL STAIRCASE WHICH GOES ALL THE WAY UP TO THE TOP, AND IT IS FROM THIS POINT THAT YOU GAIN ACCESS TO COMMUNICATION TOWER B. BE CAREFUL, BECAUSE THE ENEMY IS ON ITS OWN TURF, AND SOLID SNAKE IS MOST CERTAINLY NOT.

THE COMMUNICATION TOWER A IS A HIGHLY DANGEROUS LEVEL. YOU HAVE TO MAKE IT TO THE TOP, TAKING DOWN ALL THE GUARDS THAT GET IN YOUR WAY. THE STUN GRENADES WILL PROVE VERY USEFUL HERE, AS THEY DAZE YOUR ENEMIES, ALLOWING YOU TO GET AHEAD OF THEM. WATCH OUT FOR THE GUARDS WAITING FOR YOU ON THE UPPER FLOORS.

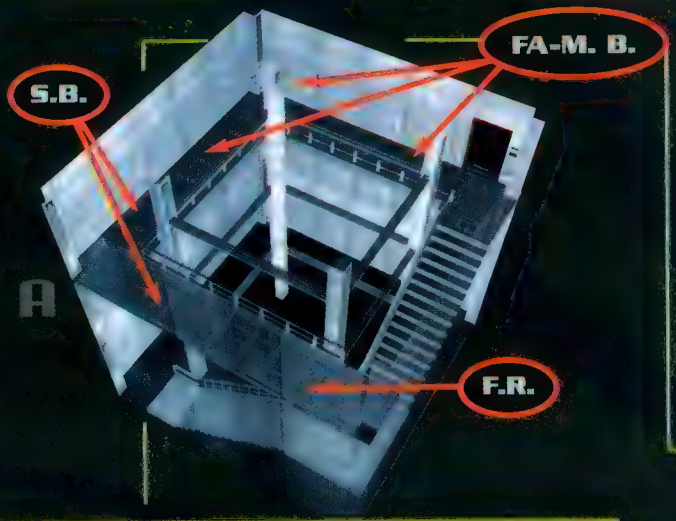
OBJECTIVE: MAKE IT TO THE TOP OF THE TOWER
ITEMS ON THIS LEVEL: THE ROPE [R.], 7 BOXES OF SOCOM BULLETS [S.B.], 7 BOXES OF FA-MAS BULLETS [FA-M. B.], 1 BOX OF STUN GRENADES [S.G.], 3 FOOD RATIONS [F.R.]
ENEMIES: SOME 15 GENOME GUARDS
SURVEILLANCE SYSTEMS: 1 CAMERA
TRAPS TO AVOID: NONE

SCREENSHOT-1

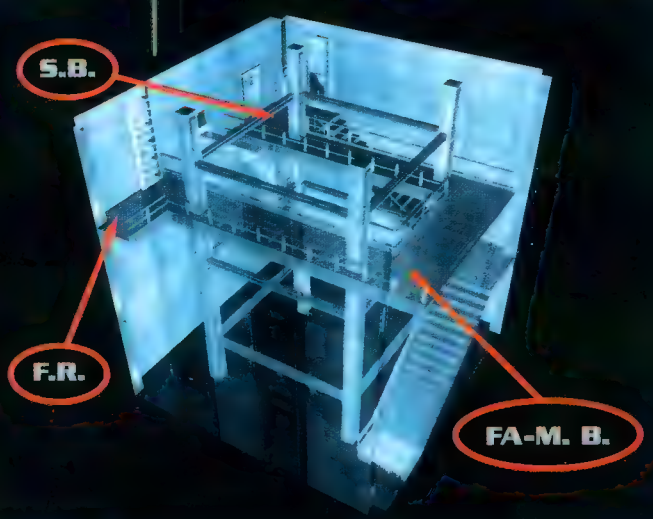
SCREENSHOT-2

SCREENSHOT-3

SCREENSHOT-4



SCREENSHOT-5



1- You find yourself in a corridor. Go to the end and take the Socom bullets and the Fa-mas bullets.

2- Continue on to the door numbered 6 at the end.

3- Stop in front and open the door.

4- Following this, select your food rations as well as your Stun grenades, then enter.

5- As soon as you can move take the rope and the box of Stun grenades (screenshot 1).

6- Throw the first Stun grenade to daze the guards following you from behind.

7- Then run to the end of the room and open the second door.

8- Run up the stairs opposite you without stopping.

9- The Stun grenades daze the guards for about 8 seconds so every three floors use a Stun grenade.

10- After you have gone up ten floors, you will arrive in front of another door numbered 6 (screenshot 2) which cannot be opened by LV Card 6.

11- Otacon advises you to continue going up the stairs right up to the roof so that you can get onto the Communication Tower B.

12- Follow these instructions.

13- The number of guards will increase from this floor on, so keep using the Stun grenades.

14- The guards waiting for you at the top will inevitably hit you and cause you to slow down. When you are on the ground quickly move the Directional button (in any direction) to get up even faster.

15- On your trip up the stairs you will see various ammunition and food rations (screenshot 3). Don't waste time trying to get them for the moment.

16- Hold onto a Stun grenade before you have reached the top floor for the last of your pursuers.

17- On the last floor, first turn to the right (right on the map) then go down until you are close to a metal girder (screenshot 4), turn to the left (left on the map).

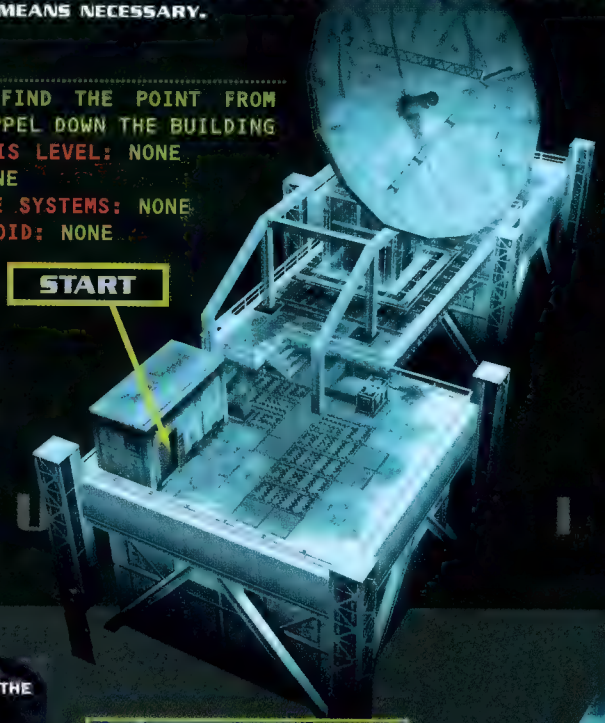
18- Continue on and you will arrive at a ladder. Position yourself in front of it and press on the (● button) to climb up (screenshot 5).

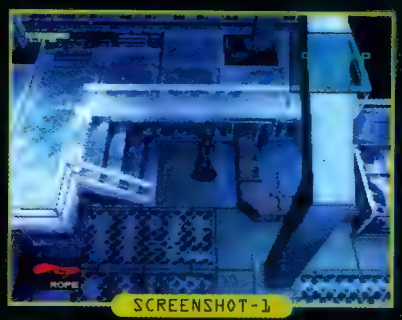
14- COMMUNICATION TOWER A

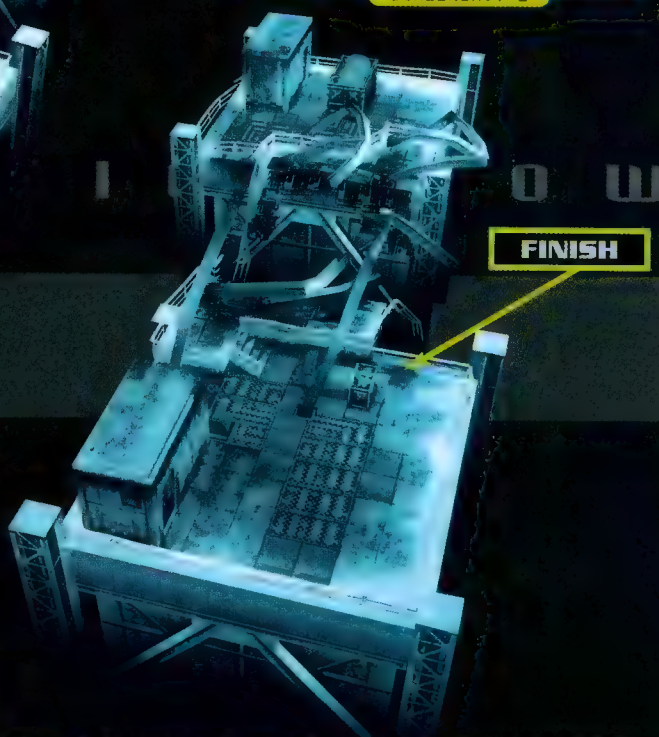
14.1 ROOF/COMMUNICATION TOWER A:

EXHAUSTED BY THE MAN-HUNT ON THE STAIRWELL, SOLID SNAKE MUST PERSEVERE IF HE WANTS TO PUT A STOP TO THE KILLER MADNESS OF THE TERRORISTS. HAVING MADE IT TO THE ROOF OF COMMUNICATION TOWER A, HE NOW HAS TO GO ROUND TO COMMUNICATION TOWER B. HOWEVER, A CLOSE ENEMY HAS DECIDED OTHERWISE AND HAS RESOLVED TO STOP SOLID SNAKE BY WHATEVER MEANS NECESSARY.

OBJECTIVE: FIND THE POINT FROM WHICH TO RAPPEL DOWN THE BUILDING
ITEMS ON THIS LEVEL: NONE
ENEMIES: NONE
SURVEILLANCE SYSTEMS: NONE
TRAPS TO AVOID: NONE







NO ENEMY CAN BE DETECTED ON THE ROOF, AND YET... LIQUID SNAKE HAS BEEN FOLLOWING YOUR PROGRESS STEP BY STEP FROM ABOARD HIS HELICOPTER. HIS GOAL IS SIMPLE: TO STOP YOU FROM CONTINUING YOUR MISSION. USE THE ROPE WHEN ON THE ROOF TO MAKE IT TO THE DOOR NUMBERED 6 WHICH IS OUT OF USE AND LOCATED AT THE BOTTOM ON THE WALKWAY. WHEN DESCENDING, YOU MUST AVOID LIQUID SNAKE'S BULLETS AND THE JETS OF STEAM WHICH BLAST OUT OF THE PIPES.

1- First of all, open the door at the end and on the right (right on the map) with the LV Card 6.

2- Once on the roof select the rope, then go up the stairs and stay to the left (left on the map) which brings you to the satellite dish (screenshot 1).

3- A helicopter will destroy the satellite dish and whatever access there is to the Communication Tower B (screenshot 2).

4- Having selected the rope, place yourself on the red writing "emergency" which is at the far right (right on the map) of the roof (screenshot 3).

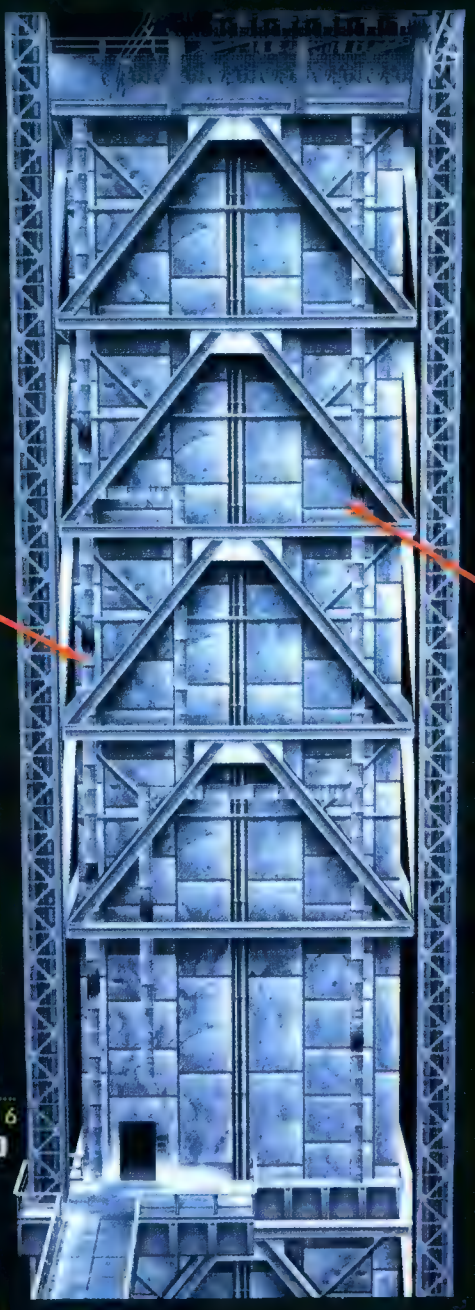
5- Now you find yourself rappelling down the whole building (screenshot 4).

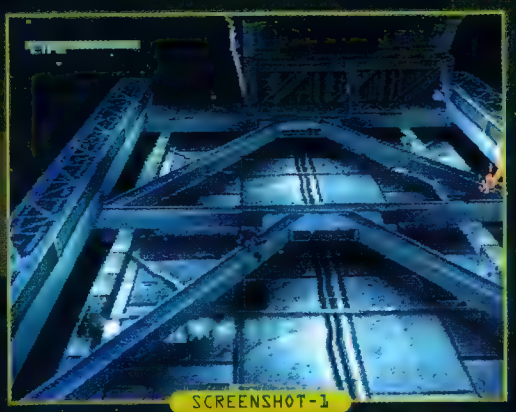
14.2 WALL/COMMUNICATION TOWER A:

LIQUID SNAKE HAS THE UPPER HAND RIGHT NOW. OBLIGED TO FLEE FOR THE MOMENT SOLID SNAKE MUST AVOID THE SHOTS FROM THE HELICOPTER AND THE JETS OF WATER VAPOUR COMING OUT OF THE PIPES. THE DYE IS CAST AND THE CONFRONTATION BETWEEN SOLID SNAKE AND LIQUID SNAKE HAS BEGUN. THE NEXT TIME THEY MEET, ONLY ONE CAN SURVIVE...

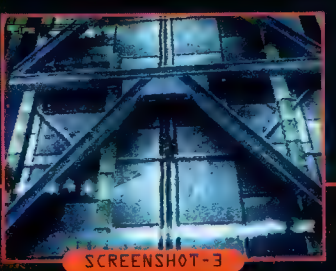
Right from the start of your descent, don't change your position and stay on the left of the wall. Carry out large downward swings by pressing on the (✖ button) in order to push yourself off the wall and by pressing the Directional button down so that you cover a long distance (screenshot 1). You will make it to your destination after a few seconds.

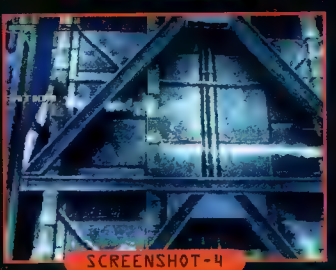
YOUR SCALING DESCENT WILL BE INTERRUPTED BY THE INCESSANT SHOTS OF LIQUID SNAKE AND BY THE JETS OF VAPOUR FROM THE PIPES. SPEED WILL BE THE DETERMINING FACTOR TO MAKE IT TO YOUR DESTINATION IN ONE PIECE. BIG LEAPS ARE RECOMMENDED. TWO FOOD RATIONS ARE LOCATED ON THE WALL, DON'T DELAY IN TRYING TO FIND THEM, IT'S FAR TOO RISKY.




SCREENSHOT-1

OBJECTIVE: SCALE DOWN TO THE DOOR NUMBERED 6
ITEMS ON THIS LEVEL: 2 FOOD RATIONS (F.R.)
ENEMIES: NONE
SURVEILLANCE SYSTEMS: NONE
TRAPS TO AVOID: STEAM VAPOUR JETS


SCREENSHOT-3


SCREENSHOT-4

SCREENSHOT-2

TIP: IF YOU CHOOSE TO TAKE THE FOOD RATIONS LOCATED ON THE WALL, USE THE FOLLOWING TECHNIQUE : DURING YOUR DESCENT, TAKE THE FOOD RATION LOCATED HIGHER UP AND TO THE RIGHT. DO THIS BY MOVING ALONG THE WALL DIAGONALLY AND TO THE RIGHT KEEPING THE (● BUTTON) PRESSED DOWN, (SCREENSHOT 2). THEN WALK TO THE MIDDLE OF THE WALL (SCREENSHOT 3). AFTER THIS, DIRECT YOURSELF DOWN AND TO THE LEFT, BY ALTERNATING BETWEEN LEAPING AND MOVING ACROSS THE WALL. WITH THE FOOD RATION IN SIGHT YOU CAN WALK ALONG THE METAL BEAM AND TAKE IT (SCREENSHOT 4). NOW DESCEND, STAYING ON THE LEFT SIDE OF THE WALL.

14- COMMUNICATION TOWER A

14.3 WALKWAY:

ONCE ON THE WALKWAY, THERE IS THEORETICALLY NOTHING LEFT TO DO BUT ENTER COMMUNICATION TOWER B. LIQUID SNAKE MOMENTARILY GIVES HIS BROTHER THE ILLUSION OF BEING ENTITLED TO COME AND GO AS HE CHOOSES, PLAYING WITH HIM RATHER LIKE A CAT WITH A MOUSE. NO DOUBT IMPRESSED WITH THE WAY THAT SOLID SNAKE ESCAPED HIM, LIQUID SNAKE HAS NOW POSTED SOME OF HIS MEN IN THE MIDDLE OF THE WALKWAY TO BLOCK HIS PATH.

OBJECTIVE: BLOW OPEN THE FROZEN DOOR NUMBERED 6
ITEMS ON THIS LEVEL: 2 FOOD RATIONS (F.R.), 1 BOX OF C4 (C4), THE STINGER LAUNCHER (S.L.), 1 BOX OF STINGER MISSILES (S.M.), 2 BOXES OF PSG1 BULLETS (PSG1 B.)
ENEMIES: 13 IMMOBILE GUARDS
SURVEILLANCE SYSTEMS: NONE
TRAPS TO AVOID: NONE

ALL THE GUARDS ON THE COMMUNICATION TOWER A HAVE SLIPPED AWAY. TAKE ADVANTAGE OF THIS OPPORTUNITY AND GO BACK IN AFTER BLOWING OPEN THE DOOR NUMBERED 6 ON THE WALKWAY. THE NIKITA IS THE BEST CHOICE OF WEAPON TO ELIMINATE THE GUARDS POSTED ON THE WALKWAY.

1- Use the temporary calm to take the food ration on the left (left on the map) and the C4 on the right (right on the map).

2- Place a C4 charge by the door and detonate it after you have taken cover (screenshot 1).

3- The guards from Communication Tower A are all gone, so you can collect the different items on this level. With the door now being operational, nothing is stopping you from taking the items on the ninth floor and then going to the ground level to take the food ration and the ammunition under the stairs. If needed, there is also a food ration, a box of Socom bullets and a box of Fa-mas bullets on the top floor close to the ladder.

4- Once you have stocked up on equipment, move to the left (left on the map) where the food ration was previously (screenshot 2).

5- 3 guards await you at the top of the walkway. You should not use a conventional weapon like the Fa-mas, as the guards will shoot you from a distance

6- Select the Nikita, R2 button to display the items on the right and fire a missile ahead of you, pressing and releasing the (■ button) (screenshot 3).

7- Guide it in first person view mode, holding down on the (▲ button) and the Directional button towards the guard in the middle, so that the two guards beside him will also be in the blast radius (screenshot 4).

8- Repeat this for the following 2 patrols of 3 guards each.

9- Still using the Nikita, you must take down the following 2 patrols of 2 guards who will replace them.

10- Then move along the Walkway and when you arrive at the turn which goes left, Liquid Snake will shoot at you again from his helicopter (screenshot 5).

11- Run left taking the food ration near the second door on the walkway (screenshot 6) and open it with the LV Card 6.

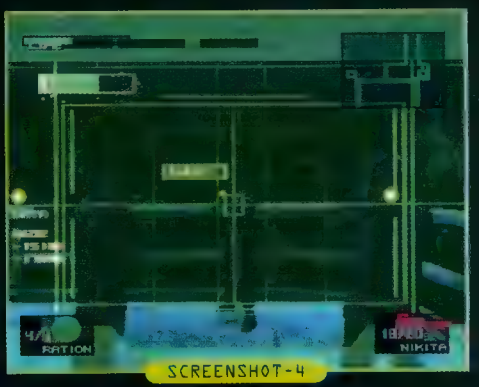
12- Back to the safety of cover for a while. In front of you, you will find the box for the Stinger launcher and a box of Stinger missiles (screenshot 7). Take them both.

13- The Stinger launcher, much like the Nikita, is a missile launcher. Its trademark is that it uses surface to air missiles enabling you to hit airborne targets like the helicopter.

14- Once you have taken the two boxes, go down and open the door with the use of the LV Card 6.

15- You now have succeeded in entering the Communication Tower B.

SCREENSHOT-3



SCREENSHOT-4

SCREENSHOT-5

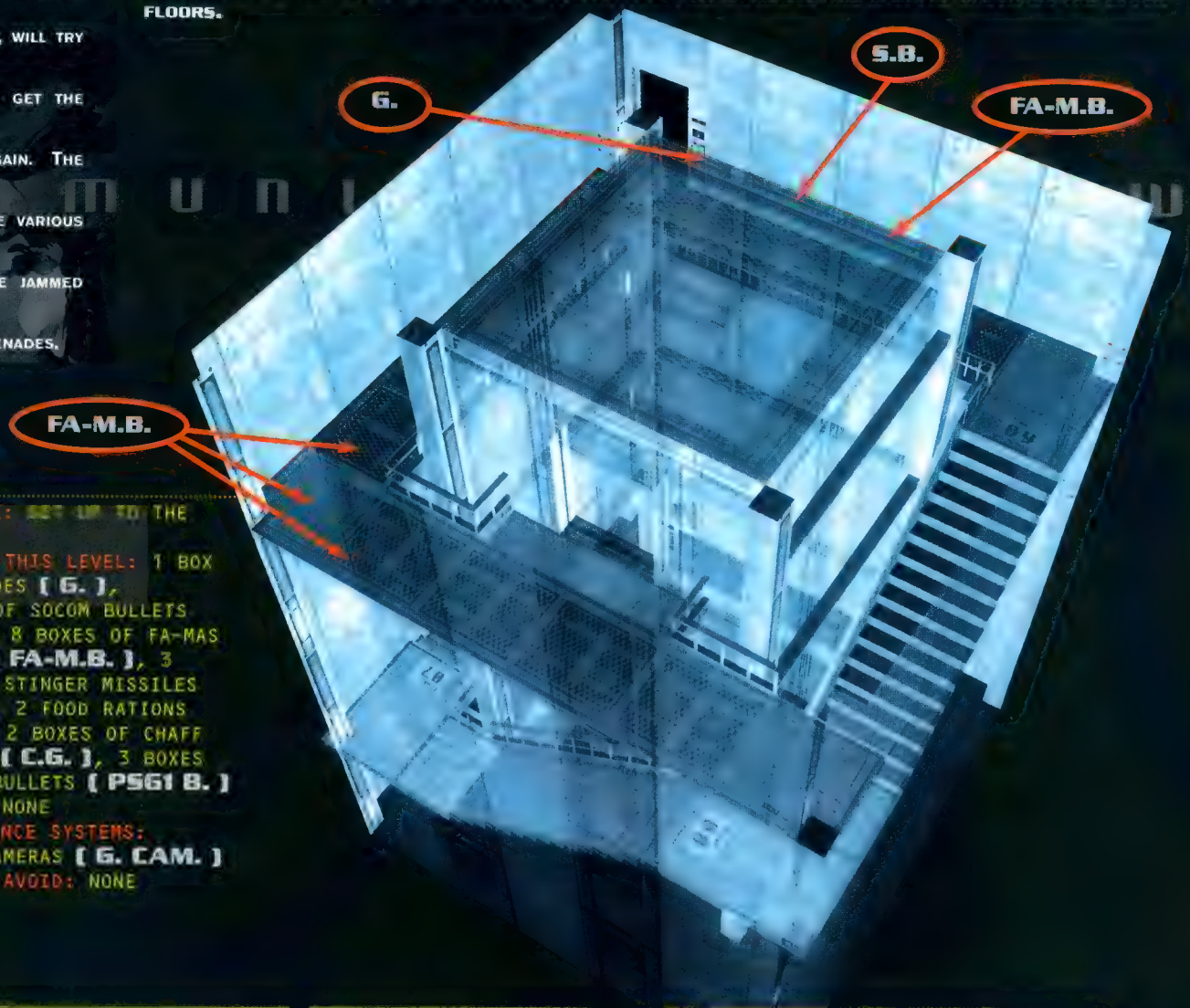
SCREENSHOT-6

SCREENSHOT-7

15- COMMUNICATION TOWER B

OTACON: HAVING SUCCEEDED IN REACHING YOU DISCREETLY WITH THE USE OF HIS CAMOUFLAGE, WILL TRY HIS HARDEST TO GET THE LIFT WORKING AGAIN. THE CAMERAS ON THE VARIOUS FLOORS MUST BE JAMMED USING CHAFF GRENADES.

DESPITE LIQUID SNAKE'S REPEATED ATTEMPTS TO STOP HIS BROTHER, SOLID SNAKE FINALLY SUCCEEDED IN MAKING IT TO THE SECOND TOWER. ACCORDING TO NAOMI HUNTER'S INFORMATION, LIQUID SNAKE IS ENCIRCLING THE TOWER IN THE HELICOPTER AND IS WAITING TO CHALLENGE SOLID SNAKE ON THE ROOF. WITH THE LIFT "OUT OF ORDER", THE ONLY WAY TO GET TO THE ROOF IS BY THE STAIRS, ASSUMING NO GUARDS GET IN THE WAY. SOME OFFENSIVE SURVEILLANCE CAMERAS ARE KEEPING WATCH ON THE UPPER FLOORS.



OBJECTIVE: GET UP TO THE ROOF
ITEMS ON THIS LEVEL: 1 BOX OF GRENADES [G.], 3 BOXES OF SOCOM BULLETS [S.B.], 8 BOXES OF FA-MAS BULLETS [FA-M.B.], 3 BOXES OF STINGER MISSILES [S.M.], 2 FOOD RATIONS [F.R.], 2 BOXES OF CHAFF GRENADES [C.G.], 3 BOXES OF PSG1 BULLETS [PSG1 B.]
ENEMIES: NONE
SURVEILLANCE SYSTEMS: 10 GUN CAMERAS [G. CAM.]
TRAPS TO AVOID: NONE

SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

1- Upon your arrival in the tower, turn your back to the door and go down the corridor which leads to the lift.

2- Push the call button on the lift (screenshot 1), (● button) once.

3- Despite your efforts, the lift appears not to be working so return back to the door from which you came.

4- Turn to your right, and get the box of grenades, Socom bullets, and Famas bullets a little bit further down (screenshot 2).

5- Continue on, and you will arrive at the top of a stairway (screenshot 3).

6- Your objective is to go down to the bottom floor to see if the lift can be repaired.

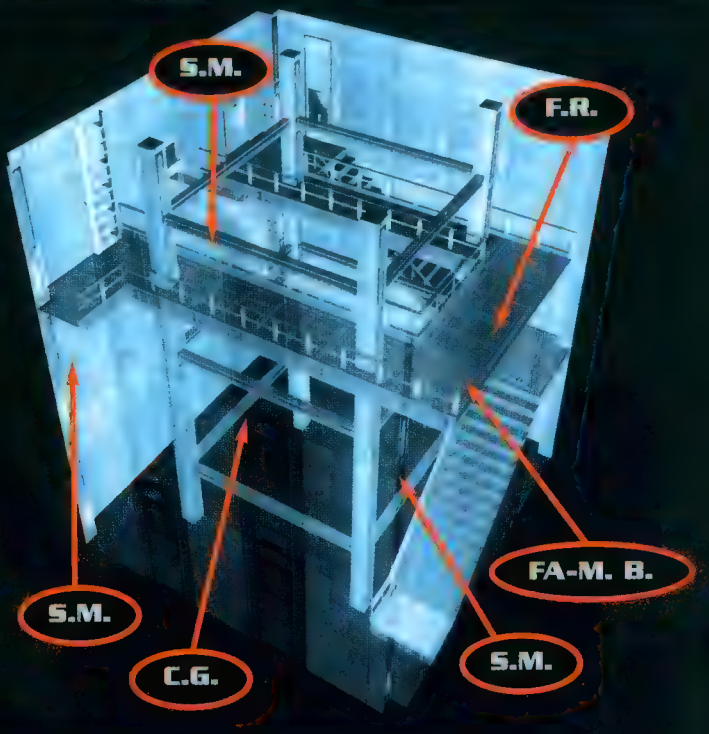
7- You are now on floor number 9. Start going down to the second floor.

8- It is impossible to continue beyond this floor because the stairway has collapsed (screenshot 4). Go back up to the ninth floor.

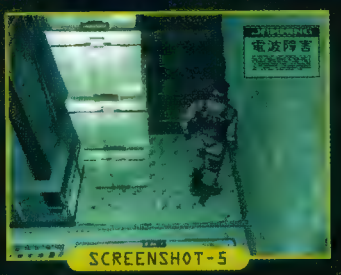
9- Go close to the lift. Otacon will find you here and will try to fix the lift for you.

10- Go to the right of the lift. The boxes which blocked the stairs are now arranged such that you can pass them (screenshot 5).

11- Start going up one floor, then go into first person view mode, (▲ button) held down, and you will see a camera on the next floor (screenshot 6).



SCREENSHOT-4


SCREENSHOT-5

SCREENSHOT-6

SCREENSHOT-7

12- As opposed to the classic surveillance camera, the cameras mounted inside the tower don't sweep the area, but are equipped with machine guns to eliminate any intruders.

13- Before making it to the roof, you will encounter a few gun cameras en route, equip yourself with Chaff grenades, R2 button to display items on the right and prepare yourself to run without stopping.

14- Throw the first Chaff grenade and climb the stairs up to floor 14, 4 floors above.

15- Again, 2 cameras await you (screenshot 7). Use the same technique to jam them and go 4 floors higher, to the eighteenth floor.

16- You will now find 3 of those cameras which are higher up, another Chaff grenade will jam them and so you can continue up another 4 floors.

17- Continue on up aided by Chaff grenades to floor 27, the highest floor in this tower.

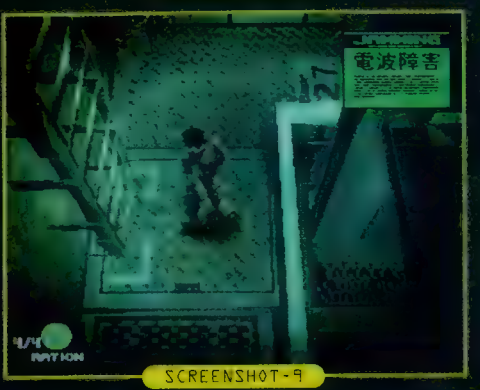
18- Once on top, take the path on the left (left on the map) and go and take the different items on this level (screenshot 8).

19- Come back to beside the stairs and climb the ladder which brings you to the roof (screenshot 9).

20- Select the Stinger launcher (as soon as you have selected it, press on the R1 button to avoid automatically being in first person view mode).

21- Open the door with your LV Card 6 and select your food rations before confronting your brother.

SCREENSHOT-8

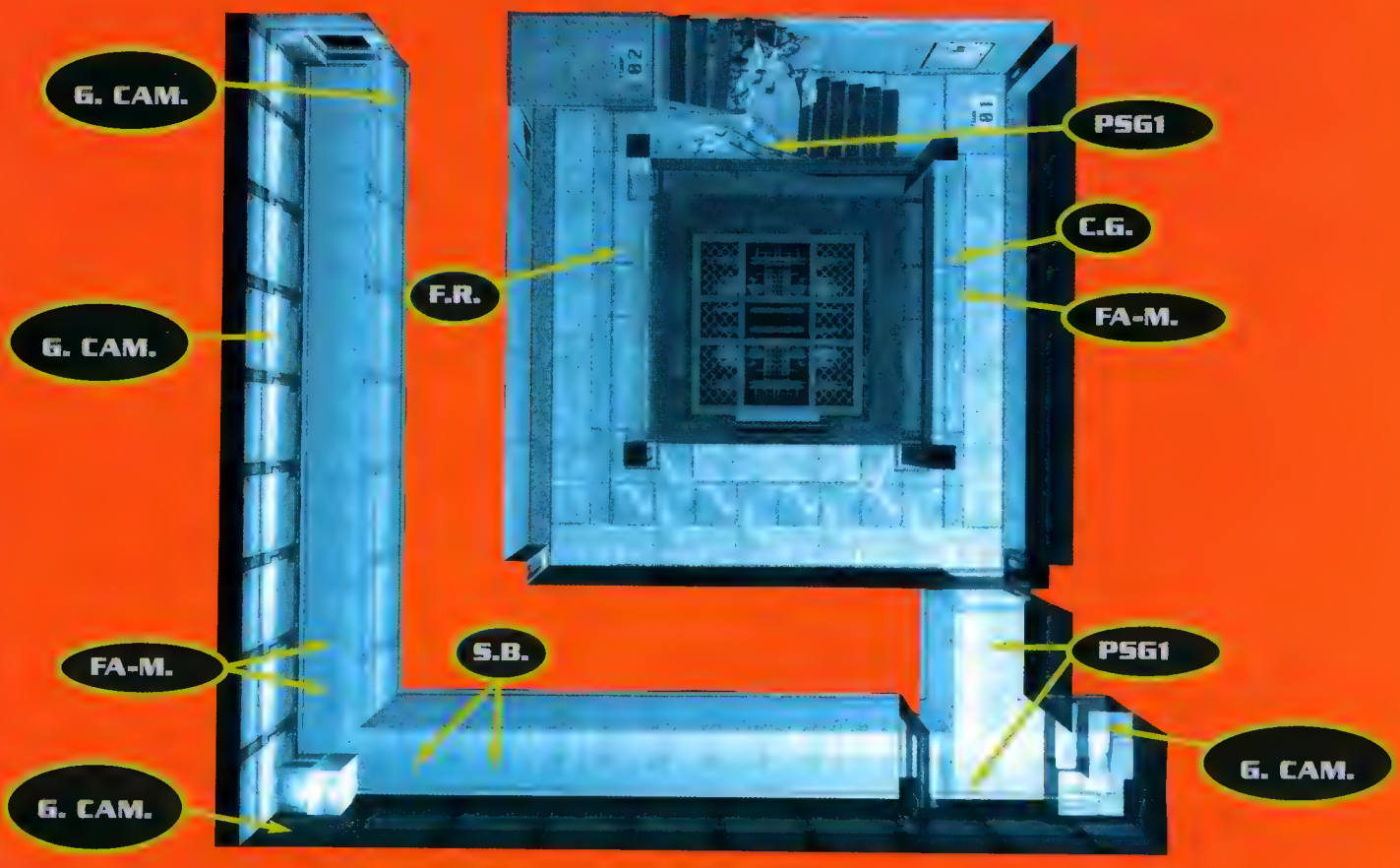

SCREENSHOT-9

15- COMMUNICATION TOWER B

COMMUNICATION TOWER B

RETURN JOURNEY AFTER THE ROOF/COMMUNICATION TOWER B

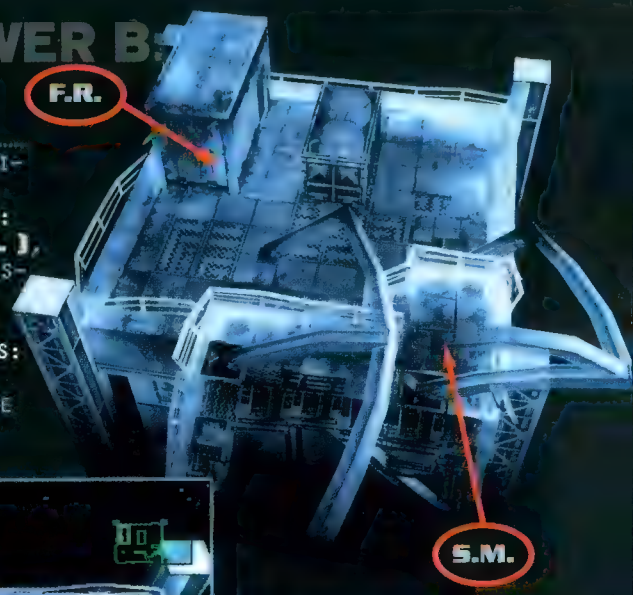
Before taking the lift, select your food rations and the Famas. In the lift, choose the first floor. 4 guards using stealth camouflage will attack you. Eliminate them by positioning yourself in the front left hand corner of the lift and shoot at each of them, moving from one to the other (screenshot 1). Repeat this technique until they are all dead. Once out of the lift, go left (left on the map) and continue to the back of the lift where, under the collapsed stairs you will find food rations and PSG1 ammunition. Retrace your steps and go to the other side of the lift where you can pick up Chaff grenades and Fa-mas bullets (screenshot 2). Then select the LV Card 6, and open the door to the bottom right (right on the map) of the lift. Using a Chaff grenade, jam the gun camera in the small room in which you find yourself and take the two boxes of PSG1 bullets (screenshot 3). Then open the door on the left (left on the map), and exit. At the end of the corridor a second Chaff grenade will jam the second gun camera and any other gun cameras. This gives you the time to take the 2 boxes of Socom bullets, 2 boxes of Fa-mas bullets and to open the door at the end which leads onto the Snowfield.



15.1 ROOF/COMMUNICATION TOWER B:
6TH BOSS: LIQUID SNAKE

Liquid Snake chooses to confront his brother from aboard the helicopter. Liquid Snake has put himself in an undeniably advantageous position by limiting the combat zone to the roof. He won't hesitate in firing missiles from his helicopter to defeat his adversary. Fortunately Solid Snake has SAM missiles whose primary function is to destroy flying objects...

OBJECTIVES: TO ELIMINATE LIQUID SNAKE
ITEMS ON THIS LEVEL: 1 FOOD RATION [F.R.], 1 BOX OF STINGER MISSILES [S.M.]
ENEMIES: 1
SURVEILLANCE SYSTEMS: NONE
TRAPS TO AVOID: NONE



PROFILE:

Liquid Snake is excessive in his approach to battle. He also does not underestimate an opponent. As equally hardened to combat as his brother, he exploits any weakness in an opponent's defences. Responding to his natural tendency to violence and brutality, he is impetuous and does things without taking possible consequences into account. This is one of the major differences between these two gifted soldiers.

RECOMMENDED TECHNIQUE:

It is still possible to shelter from missiles launched by Liquid Snake in the helicopter. The wire fencing which surrounds the 2 cisterns located at the top end of the roof (screenshot 1) can be used as a protective shield. The ideal position is between the cisterns and the edge of the roof (screenshot 2). From this safe position look out for Liquid Snake's movements with the Stinger launcher activated, R1 button. Even when the helicopter is out of sight, it is continually represented by three clear grey squares. To focus on the helicopter with your viewfinder, centre the viewfinder on one of the squares, which will then become red (screenshot 3). You can then fire a missile (■ button). Any object blocking the target will prevent you from hitting it. To avoid the machine gun shots, hide behind the cisterns (screenshot 4). Your position beside the cisterns should be at the side opposite to the direction from where the shots are coming. So, if the shots come from the right, place yourself to the left of the cisterns. If your energy is depleting, there is a food ration below the door through which you came (screenshot 5). You will also find a box of Stinger missiles at the top of the small stairs located at the lower right end of the roof (screenshot 6).

After taking the seventh missile hit, Liquid Snake will destroy the lower part of the roof. Stay at the top of the screen to take cover (screenshot 7). Becoming irritated by your resistance, Liquid Snake will increase his manoeuvres. Your best defence technique is to remain in hiding as before. The ideal position from which to shoot at Liquid Snake is between the cisterns and the edge of the top part of the roof. From here you can observe the helicopter without exposing yourself too much. Continue to hide rather than to fire after each missile strike.

After your last attack, Liquid Snake will destroy the roof for a second time ensuring elimination of the cisterns. At this point, position yourself close to the door so as not to get hit (screenshot 8).

SCREENSHOT-1

SCREENSHOT-4

SCREENSHOT-2

SCREENSHOT-5

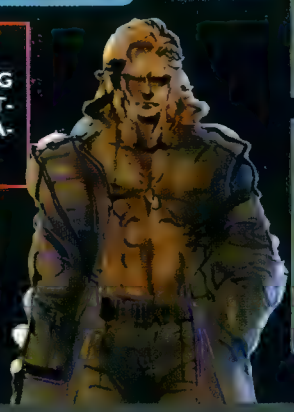
SCREENSHOT-3

SCREENSHOT-6

SCREENSHOT-7

SCREENSHOT-8

TIP: ONCE YOU HAVE A LOCK ON YOUR TARGET AND HAVING FIRED THE MISSILE, YOU CAN DEACTIVATE THE STINGER, R1 BUTTON, AND THEN HIDE. THE MISSILE WILL CONTINUE ON ITS TRAJECTORY AND HIT ITS INTENDED TARGET.



At the end of the fight, Otacon will inform you that the lift is working, never having been broken in the first place... Take the door back into the Communication Tower B and go to the lift where you had previously been with Otacon (see the corresponding frame on the left).

16- SNOWFIELD

THE BUILDING WHERE THE METAL GEAR IS LOCATED IS NOW ONLY A FEW METRES FROM SOLID SNAKE. HOWEVER AN OLD ADVERSARY OF SOLID SNAKE, HAVING OVERCOME HER PREVIOUS DEFEAT, NOW PATIENTLY WAITS IN HIDING TO TAKE HER REVENGE. THE SNOWFIELD DOESN'T ALLOW FOR ANY POSSIBLE ESCAPE. IGNORING OCTACON'S ADVICE TO THE CONTRARY, SOLID SNAKE HAS TO TAKE IT UPON HIMSELF TO CONFRONT SNIPER WOLF AGAIN.

A GOOD TIME TO STOCK UP ON YOUR RESERVES SINCE CERTAIN SMALL STORAGE CHAMBERS LOCATED AROUND THE SNOWFIELD HAVE DIFFERENT ITEMS INSIDE THEM. THE MINE DETECTOR AND THE CHAFF GRENADES WILL ALLOW YOU TO GET THESE ITEMS IN FULL SAFETY. BEFORE YOU GET TO THESE HOWEVER, YOU MUST FACE SNIPER WOLF.

OBJECTIVE: GO TO THE DOOR LEADING TO THE BLAST FURNACE
ITEMS ON THIS LEVEL: 4 FOOD RATIONS [F.R.], 2 BOXES OF GRENADES [G.], 2 BOXES OF CHAFF GRENADES [C.G.], 3 BOXES OF FA-MAS BULLETS [FA-M. B.], 3 BOXES OF SOCOM BULLETS [S.B.], 2 BOXES OF PSG1 BULLETS [PSG1 B.], 1 BOX OF STUN GRENADES [S.G.], 2 DIAZEPAM [D.], 4 BOXES OF NIKITA MISSILES [N.M.], CARDBOARD BOX C [C.B. C], 5 BOXES OF STINGER MISSILES [S.M.]
ENEMIES: NONE
SURVEILLANCE SYSTEMS: 7 GUN CAMERAS [G. CAM.]
TRAPS TO AVOID: 5 CLAYMORE MINES [C.M.]

1- Once outside, go to the right (right on the map) along the building you have just exited. You will find a food ration near the wall at the bottom.

2- Place yourself with your back to the small snow covered mound close to the wall on the right (right on the map), (screenshot 1).

3- You will notice a parachute in the trees. It appears as though Liquid Snake may have survived having ejected from the helicopter (screenshot 2).

4- Select your food rations and the PSG1 and advance towards the top of the screen (screenshot 3).

5- Sniper Wolf will shoot at you.

SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

16.1 SNOWFIELD:
7TH BOSS: SNIPER WOLF

OBJECTIVES: TO FINISH OFF SNIPER WOLF
ITEMS ON THIS LEVEL: 1 FOOD RATION [F.R.],
2 BOXES OF PSG1 BULLETS [PSG1 B.]
ENEMIES: 1
SURVEILLANCE SYSTEMS: NONE
TRAPS TO AVOID: NONE

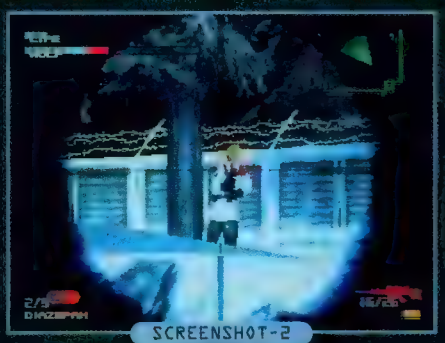
Otacon's relationship towards Sniper Wolf is somewhat questionable. Knowing the terrain from top to bottom, Sniper Wolf chooses to dress in white, thus enabling her to blend into the background. The Thermal goggles will help you see her better. Solid Snake will have to consider using two Diazepam to avoid shaking when using the PSG1.

RECOMMENDED TECHNIQUE:

Having taken the food ration and the box of PSG1 bullets from the area where you noticed Liquid Snake's parachute, use the 2 Diazepam, L2 button to display the items on the left. This will stop you from shaking when you are aiming. Then select the food rations and the PSG1 and lie down behind the little mound. Position yourself in a diagonal position towards the left, just in front of where the PSG1 bullets were located (screenshot 1). From here, you will see Sniper Wolf who will not be able to hit you, no matter where she shoots from (screenshot 2). When you start to fire at her, continue shooting as she moves from tree to tree (screenshot 3). The confrontation will be short, and because you are covered from enemy fire, you will not suffer any damage. When she is finally beaten, go to look at her corpse. Otacon will be there as well and will burst into tears before disappearing off again (screenshot 4).

SCREENSHOT-1

SCREENSHOT-3


SCREENSHOT-2

SCREENSHOT-4

SCREENSHOT-5

SCREENSHOT-6

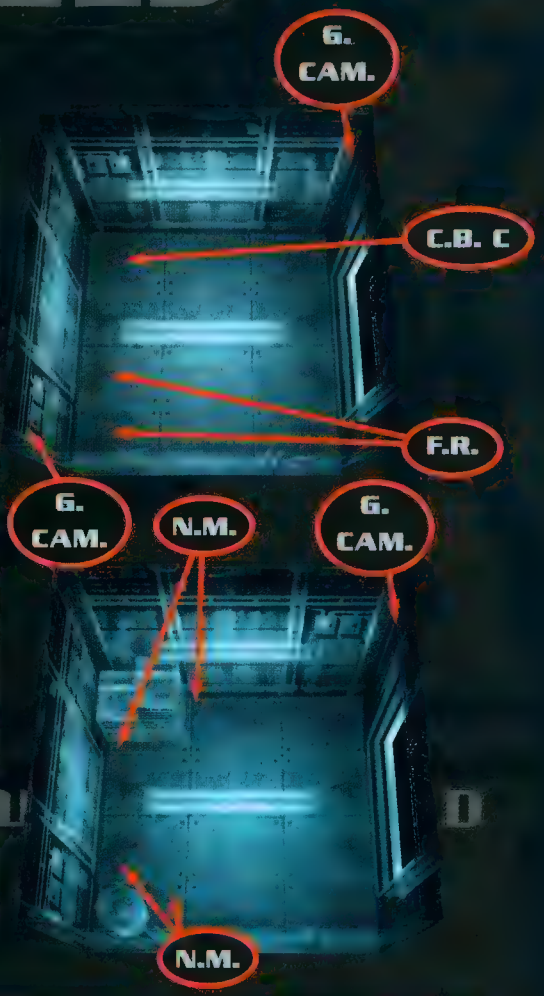
SCREENSHOT-7

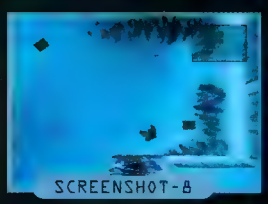
TIP: THERE IS ANOTHER WAY TO KILL SNIPER WOLF. POSITION YOURSELF BEHIND THE TREE LOCATED ON THE LEFT (LEFT ON THE MAP), (SCREENSHOT 5) AND USE THE NIKITA LAUNCHER. MAKE SURE TO GUIDE THE MISSILE SO THAT IT DOESN'T ENCOUNTER ANY OBSTACLES ON ITS PATH (SCREENSHOT 6). THIS METHOD ENABLES YOU TO ELIMINATE YOUR ADVERSARY WITHOUT HER EVEN SEEING YOU (SCREENSHOT 7).

16- SNOWFIELD

SNOWFIELD

Once alone, go back to where you shot Sniper Wolf, and take the food ration (screenshot 8). Then, equipped with your LV Card 6, move along the wall to the right (right on the map) and open the first storage chamber on the right, numbered 6. Throw a Chaff grenade inside and go in to take the two boxes of grenades and the two boxes of Chaff grenades (screenshot 9). Exit, and continue on to enter the storage chamber numbered 6 above it. Get the three boxes of Fa-mas bullets, the 2 boxes of Socom bullets and the two boxes of PSG1 bullets. Leave this storage chamber and continue, always moving along the wall on the right. At the end of the Snowfield, go and open the third storage chamber numbered 6 on your left (screenshot 10) and select the Mine detector. In this storage chamber there are 5 Claymores, crawl (✖ button) and Directional button, to pick up the food ration, the box of Stun grenades, and the Diazepam, then exit. Keep running to the left (left on the map), up to the wall on the left. Once at the top, go on down to access the storage chamber, numbered 6, and take the 4 boxes of Nikita missiles. Exit here and continue down. Go to the tree near the next storage chamber and take the Diazepam (screenshot 11). Open this storage chamber numbered 1 and, having jammed the two gun cameras, go in and take the two food rations and Cardboard box C. Then leave and go back up to the top of the screen going along the wall on the left (left on the map). At the top, turn to the right (right on the map), and open the door numbered 6 (screenshot 12) which you have not yet opened. Throw a Chaff grenade inside to jam the gun cameras, advance to take the box of Socom bullets on the left and follow the corridor to the stairs which go down (screenshot 13). Take the stairs and you will arrive at the Blast Furnace.




SCREENSHOT-8

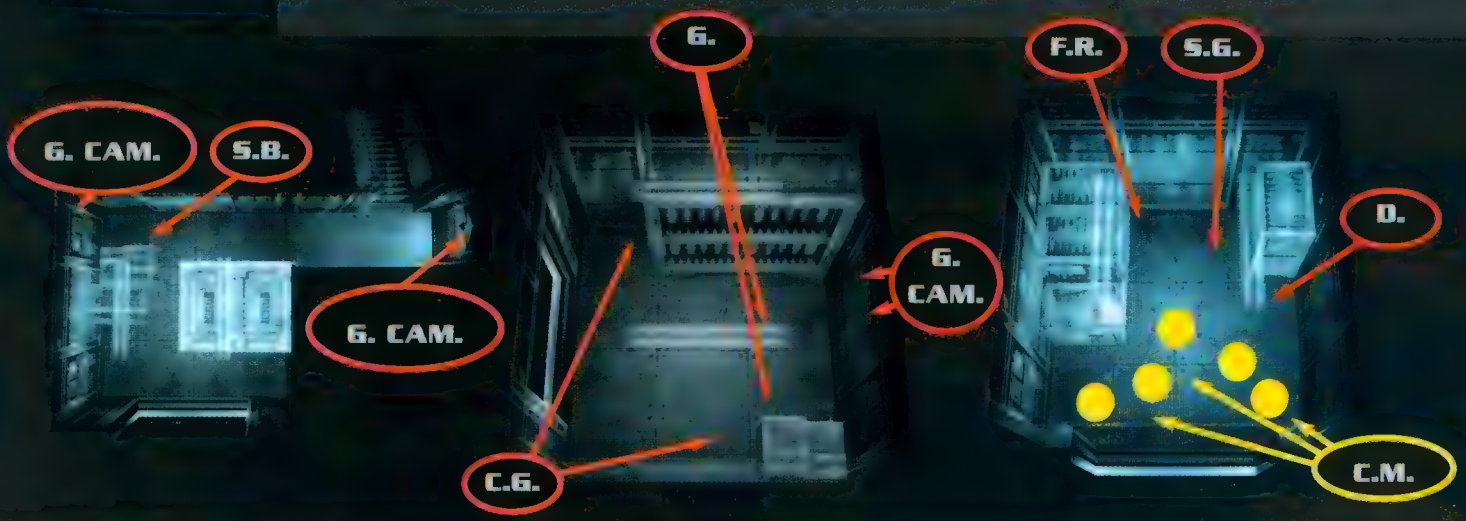
SCREENSHOT-9

SCREENSHOT-10

SCREENSHOT-11

SCREENSHOT-12

SCREENSHOT-13



17- BLAST FURNACE

In stark contrast to the Arctic cold of the Snowfield, the stifling heat of the Blast Furnace is just as trying. The Blast Furnace is however the necessary path to reach the base where the Metal Gear is located. Although there are few guards in this area, the path you must follow to the ground level demands co-ordination and an incredible sense of balance.

OBJECTIVE: FIND THE CARGO ELEVATOR LEADING DOWN TO THE SUB-TERRANEAN BASE OF METAL GEAR
ITEMS ON THIS LEVEL: 2 BOXES OF STUN GRENADES [S.G.], 2 BOXES OF SOCOM BULLETS [S.B.], 1 BOX OF FA-MAS BULLETS [FA-M. B.], 1 BOX OF C4, [C4] 2 FOOD RATIONS [F.R.], 2 BOXES DE PSG1 BULLETS [PSG1 B.], 2 BOXES OF NIKITA MISSILES [N.M.], 2 BOXES OF STINGER MISSILES [S.M.], 1 BOX OF CHAFF GRENADES [C.G.], THE BODY ARMOUR [B.A.]
ENEMIES: 2 GENOME GUARDS
SURVEILLANCE SYSTEMS: 2 GUN CAMERAS [G. CAM.]
TRAPS TO AVOID: FALLING INTO THE SMELTING PIT

17- BLAST FURNACE

THE LIFT IS OUT OF ORDER FOR THE MOMENT, WHICH IS UNFORTUNATE AS IT WOULD HAVE SAVED YOU BOTH TIME AND ENERGY. THE ONLY POSSIBLE PATH IS A TINY LEDGE WHICH IS BLOCKED BY A PULLEY. THE NIKITA LAUNCHER IS THE LOGICAL CHOICE TO DESTROY THE PULLEY.

1- Once in the Blast Furnace, select your Socom.

2- Then advance straight ahead, going along the wall on the right. When you are against the metal grid of the lift, turn to the left (left on the map) and on your radar you will detect an enemy on the left.

3- The guard is on a small catwalk. Advance towards him without being in his line of sight and kill him (screenshot 1).

4- Then go onto the catwalk and take the box of Stun grenades.

5- Come back towards the right and go down to the second catwalk in the lower left hand corner.

6- Go to the end of this and position yourself with your back against the far left wall (screenshot 2).

7- Walk on the ledge to take the item below you.

8- Hold down the left Directional button so that you are now flattened against the wall.

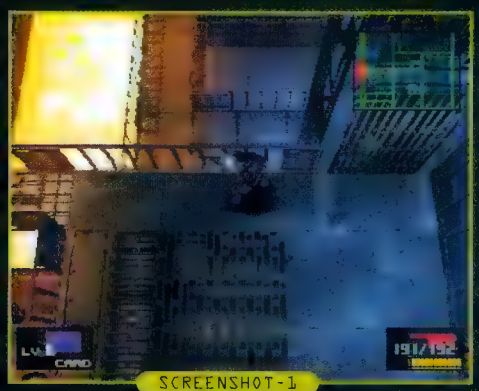
9- To go onto the ledge below you, continue to hold down the Directional button diagonal down/left.

10- Don't let go of the Directional button, otherwise you will immediately fall into the smelting pit.

11- Continue to walk towards the box of Socom bullets (screenshot 3).

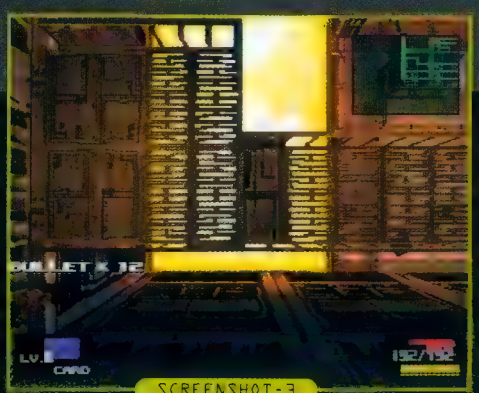
12- This done, return to the catwalk but by pressing the Directional button diagonal/up/left.

13- Go back to the metal grid of the lift on the right, placing yourself opposite the catwalk (screenshot 4), and select the Nikita launcher, R2 button to display the items on the right.



SCREENSHOT-1

SCREENSHOT-2



SCREENSHOT-3

14- Fire a missile, pressing and releasing the (■ button), and guide it in first person view mode, (▲ button) held down with the help of the Directional button.

15- Guide it ahead against the pulley opposite you which moves up and down (screenshot 5).

16- The alarm will sound after this missile explodes but none of the guards can see you.

17- Repeat the operation so that the pulley falls into the smelting pit.

18- Then quickly fire a third missile and guide it to the right of your position to hit the guard patrolling the catwalk on the very right (screenshot 6).

19- You have now cleared the way of all forms of enemy.

20- Again, go onto the catwalk where you took the Socom bullets and prepare to walk on the ledge towards the top of your screen.

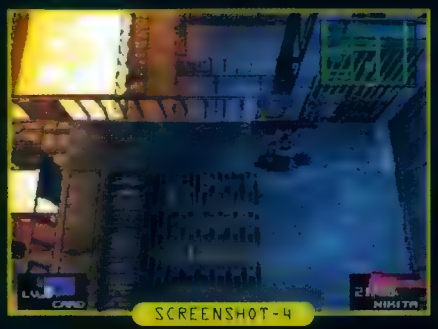
21- Flatten yourself against the wall, left Directional button held down and move up carefully, direction diagonal up/left (screenshot 7).

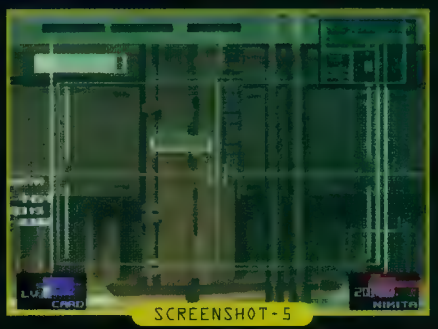
22- Get down from the catwalk by following the stairs on the right and stop at the end of the stairs.

23- Move to the left taking the box of Socom bullets under the stairs (screenshot 8).

24- Continue left and go down the steps which are to your left. Take the food ration on the right and the box of Fa-mas bullets under the stairs.

25- Then go back up to the higher floor and go straight following the path ahead of you. Here you will arrive in front of the lift which will be open. Take the box of C4 (screenshot 9).


SCREENSHOT-4

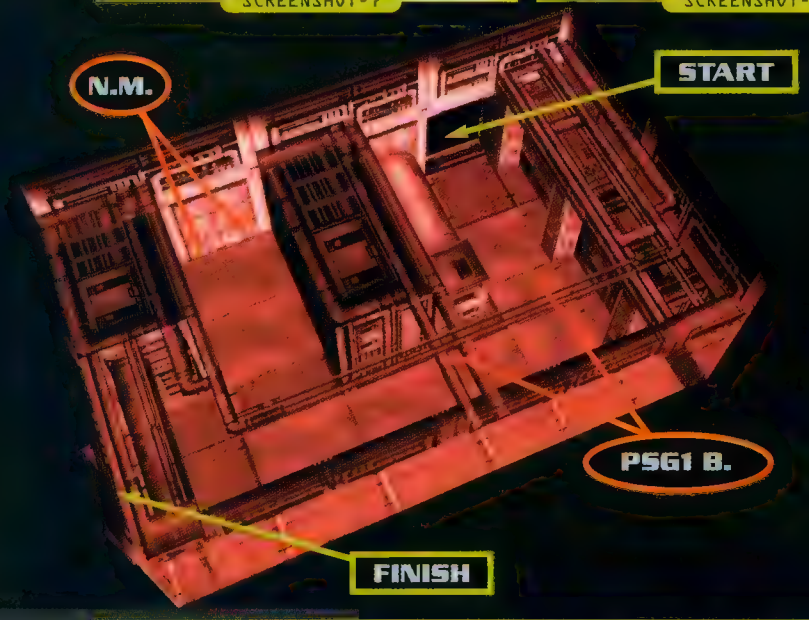

SCREENSHOT-5

SCREENSHOT-6

SCREENSHOT-7

SCREENSHOT-8

SCREENSHOT-9



SCREENSHOT-10

26- The lift is now operational and you may go up and down as you wish.

27- Now go in the direction opposite to that from which you have just come. Continue as far as the junction between the two stairways. Take the stairs down on the right (right on the map), (screenshot 10).

28- At the bottom, take the box of Socom bullets under the stairs and continue slowly to the left, you will see a food ration near the smelting pit (screenshot 11).

29- To take this food ration, position yourself opposite it advancing step by step and walking very slowly.

30- Then go towards the wall opposite the stairway and take the box of Stun grenades.

31- Turn to your left and enter through the opening in the wall further on.

32- Watch out for the jets of steam and move along avoiding them one by one. Take the box of PSG1 bullets (screenshot 12).

33- Then go to the left (left on the map) towards the second box of PSG1 bullets.

34- After this, turn to your right and you will notice the 2 boxes of Nikita missiles.

35- After picking these up, go to the bottom of this room and

17- BLAST FURNACE

SCREENSHOT-11

SCREENSHOT-12

stand opposite the pipes before crawling under them, (✖ button) and Directional button.

36- Advance to the left and as soon as you are at the other side, get up (✖ button).

37- Throw a Chaff grenade to jam the two cameras.

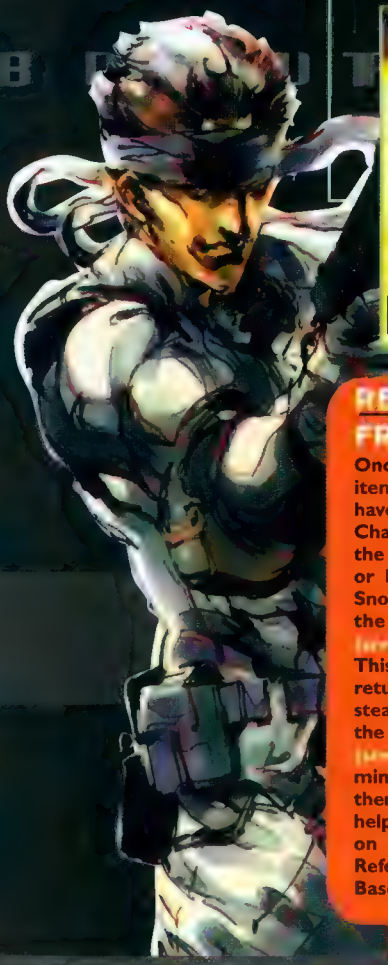
38- Then run down to the left and take the box of Stinger missiles, the box of Chaff grenades, and the second box of Stinger missiles. Throwing another Chaff grenade just for safety, take the Body armour behind the container (screenshot 13).

39- Crawl back under the pipes and return to the entrance just beyond the jets of steam.

40- Equipped with the LV Card 6, go and open the large metallic door in front of you (screenshot 14) and enter the area where the Cargo Elevator is located.

SCREENSHOT-13

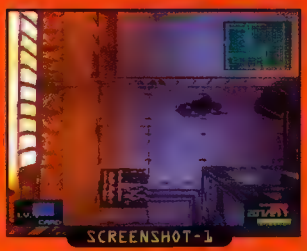
SCREENSHOT-14



RETURN JOURNEY FROM THE WAREHOUSE

Once back in the Blast Furnace check your items before heating the Pal key. If you haven't a minimum of 4 food rations, 20 Chaff grenades and 15 Stinger missiles, take the lift (screenshot 1) and by either avoiding or killing the patrolling guard, get to the Snowfield and help yourself to the items in the different storage chambers there (screenshot 2).

This done, go back to the Blast Furnace and return to the area where there are jets of steam. This is located on the same level as the door leading onto the Cargo Elevator (screenshot 3). Stay there for about 3 minutes until the Pal key is a red colour, then go back to the Underground Base 3 helping yourself to whatever items you need on your return journey (screenshot 4). Refer to the pages on the Underground Base 3 to see what procedure to follow.


SCREENSHOT-1

SCREENSHOT-3

SCREENSHOT-2

SCREENSHOT-4

18- CARGO ELEVATOR

NOW IN THE HEART OF THE SUBTERRANEAN COMPLEX, SOLID SNAKE HAS TO DESCEND INTO THE DEPTHS TO FIND METAL GEAR. THERE IS NO VISIBLE SURVEILLANCE SYSTEM. HOWEVER THIS DOES NOT MEAN THAT THE ENEMY IS UNAWARE OF HIS PRESENCE. ON THE CONTRARY, THEY ARE WAITING FOR THE RIGHT MOMENT TO SPRING A SURPRISE ATTACK...

OBJECTIVE: GO DOWN TO THE WAREHOUSE
ITEMS ON THIS LEVEL: 6 BOXES OF FA-MAS BULLETS [FA-M.B.],
3 BOXES OF SOCOM BULLETS [S.B.], 2 FOOD RATIONS [F.R.],
2 BOXES OF NIKITA MISSILES [N.M.], 1 BOX OF C4 [C4]
ENEMIES: 3 GENOME GUARDS
SURVEILLANCE SYSTEMS: 1 GUN CAMERA [G. CAM.]
TRAPS TO AVOID: 5 INVISIBLE CLAYMORE MINES [C. M.]

1ST AREA:

THE DESCENT INTO THE SUB TERRANEAN BASE WILL BE MARKED BY GUARDS ON THE PLATFORM ELEVATOR. THE CONFRONTATION WILL BE BRIEF AND WILL ALLOW YOU THE CHANCE TO COLLECT ITEMS ON YOUR JOURNEY. THE FEW OBSTACLES TO NOTE ARE THE GUN CAMERA AND THE CLAYMORE MINES IN THE 2ND AREA HALFWAY DOWN YOUR DESCENT. WITH YOUR MINE DETECTOR JAMMED, YOU MAY HAVE TO CRAWL TO COLLECT SOME OF THE ITEMS MENTIONED ABOVE.

10- CARGO ELEVATOR

CARGO ELEVATOR

1ST AREA:

1- Take advantage of the general quiet of the area to take all the items scattered near each container (screenshot 1).

2- Then go onto the platform elevator and after selecting your food rations and your Fa-mas, position yourself opposite the control panel (screenshot 2).

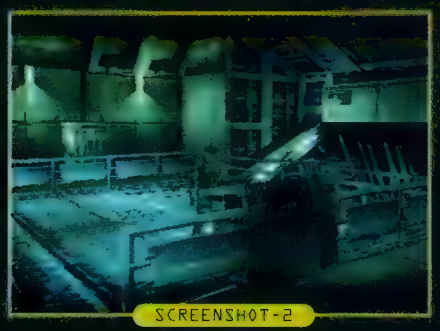
3- Activate the platform elevator by pressing on the (● button).

4- As soon as the descent starts, 3 guards will come and try to shoot you down.

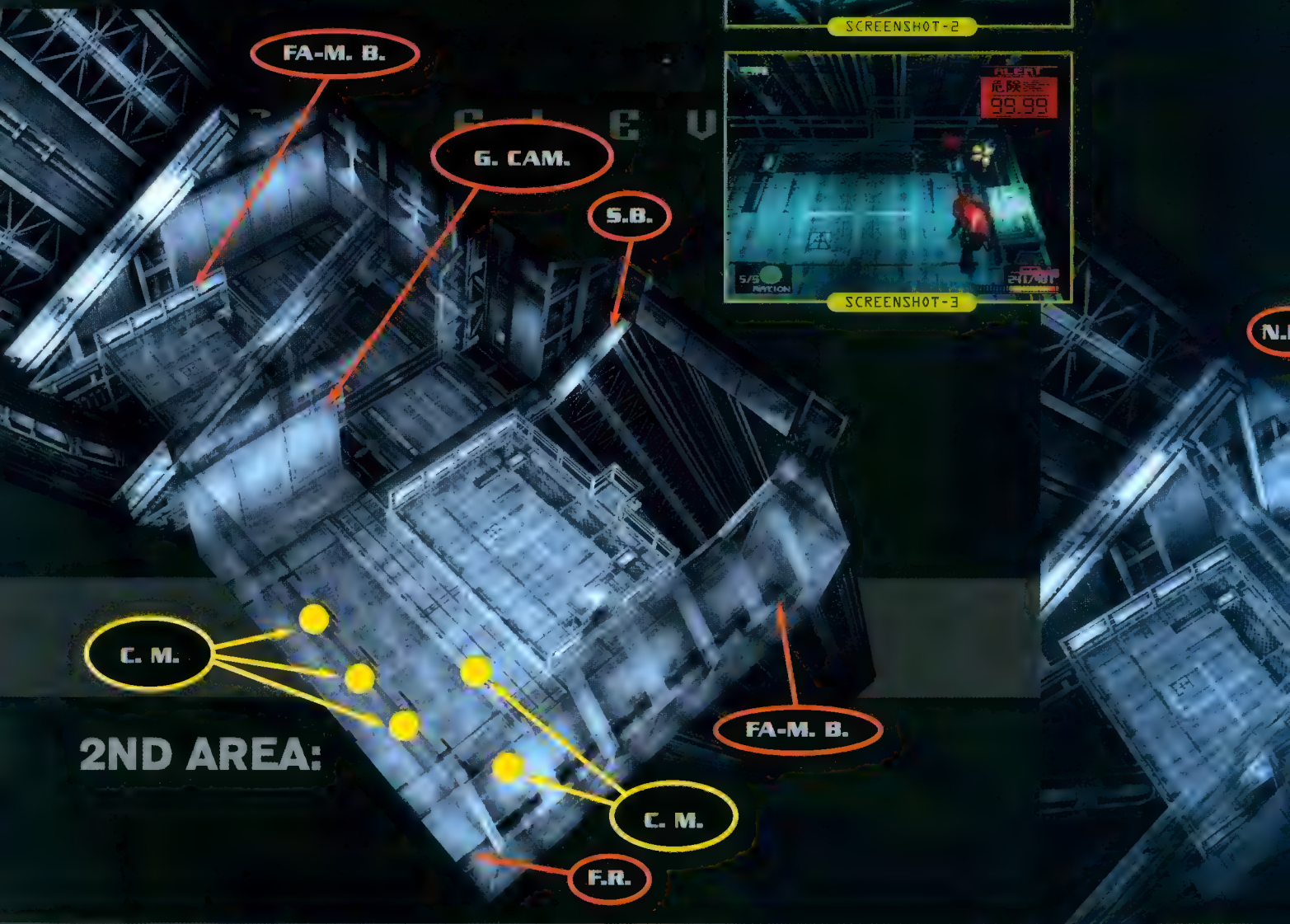
5- Position yourself in the top right hand corner (screenshot 3) and shoot at them one by one. Repeat this technique until they are all dead.

6- After this surprise attack, the platform elevator will stop in a new area halfway down.

SCREENSHOT-1


SCREENSHOT-2

SCREENSHOT-3



2ND AREA:

2ND AREA:

1- Go to the left (left on the map) of the platform, then advance to the wall opposite you.

2- Position yourself in the corner of the wall on the left hand side (left on the map) and go over and pick up the Fa-mas bullets (screenshot 1).

3- Come back to the corner of the wall where you were and turn to the right (right on the map) and using the Scope, you will see a gun camera (screenshot 2).

4- Destroy it with the Stinger launcher (screenshot 3) so that it will no longer limit your movements.

5- Go to the right (right on the map), to the second part of the area where the other platform elevator is located.

6- Go to your left, moving along the platform, you can then take the box of Socom bullets (screenshot 4).

7- Then move along down the platform until you're nearly on platform elevator.

8- Some items still remain to be collected. However, the ground leading to these is infested with Claymore mines.

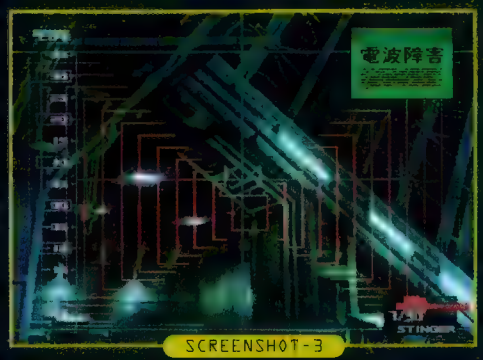
9- To get the items without any danger, crawl towards them whilst defusing the Claymore mines on your way (screenshot 5), or use your Thermal goggles to see them (screenshot 6).

10- Following this, come back to the platform elevator and activate it to descend even further.

11- During your descent, the crows will come to visit but they won't harm you.

SCREENSHOT-1

SCREENSHOT-2



SCREENSHOT-3

SCREENSHOT-4

SCREENSHOT-5

SCREENSHOT-6

3RD AREA:

1- The whole of this area is frozen demonstrating a radical change in atmosphere from the last domain (screenshot 1).

2- As there are no enemies around, take all the items near the containers (screenshot 2) and then make your way to the door at the end.

3- Before opening the door with the LV Card 6, practice switching from one item to another.

4- Vulcan Raven is waiting for you behind the door. During the fight, you will need your food rations.

5- Once you're ready, select your food rations and the Stinger launcher. Enter (screenshot 3).

SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

19- WAREHOUSE

WAREHOUSE

8TH BOSS: VULCAN RAVEN

THE FIGHT AGAINST THE TANK WAS UNUSUALLY EASY. VULCAN RAVEN HAD TAKEN LIQUID SNAKE'S ADVICE AND SACRIFICED HIS MEN WITH THE SOLE INTENTION OF MEASURING SOLID SNAKE'S ABILITIES ON THE FIELD.

OBJECTIVES: KILL VULCAN RAVEN
ITEMS ON THIS LEVEL: 2 BOXES OF STINGER MISSILES **(S.M.)**, 3 BOXES OF NIKITA MISSILES **(N.M.)**, 2 FOOD RATIONS **(F.R.)**, 2 BOXES OF C4 **(C4)**, LV CARD 7
ENEMIES: 1
SURVEILLANCE SYSTEMS: NONE
TRAPS TO AVOID: NONE

PROFILE:

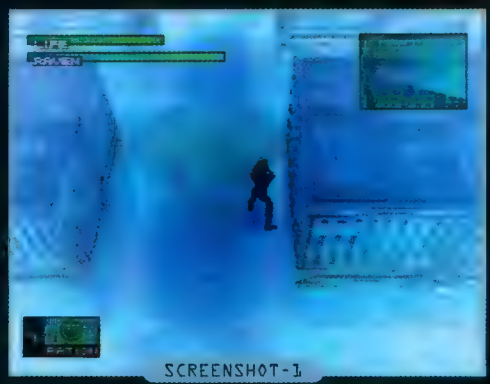
Endowed with an impressive physique, Vulcan Raven behaves as though he were all brawn and no brains. A heavy weapons fanatic, he judges people based on their skill and aptitude on the battlefield. His tough nature and his spiritual strength allow him to withstand extremely low temperatures without any noticeable damage.

RECOMMENDED TECHNIQUE:

The number of containers in the warehouse provide enough cover to be out of reach of Vulcan Raven's bullets (screenshot 1). Observe the radar to watch the movements of your enemy and then take him by surprise when he comes out from between the containers. Despite his size and the weight of his weapon, Vulcan Raven moves around very quickly, so stay at a safe distance from him. Opt for combat at a distance, using the Stinger launcher which enables you to follow a target even if it is behind an obstacle.

Be careful each time you fire a missile, ensuring no obstacle is blocking your shot as you may suffer damage. You will find additional Stinger missiles on the right and on the left of the room (screenshot 2).

Don't try to defeat Vulcan Raven by following him with the sole purpose of firing a missile at him. If you attempt to do this he will sense you coming and will turn around to shoot at you. Instead, you should observe his



SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

SCREENSHOT-4

movements on the radar and accordingly position yourself close to a container on a path he has chosen, aiming at him with the Stinger launcher (screenshot 3). Then, as soon as your viewfinder becomes red, fire a missile and deactivate the Stinger launcher so that you can go and hide yourself behind the nearest container (screenshot 4). If you have used up all your Stinger missiles, use the Nikita launcher. This alternative is just as effective but a little less convenient to use (screenshot 5).

At a certain point Vulcan Raven will realise that you are hiding and will destroy the containers. As a result supplementary items will appear (screenshot 6). Consider the risk before running to pick up these new items and attack him using the same technique as before.

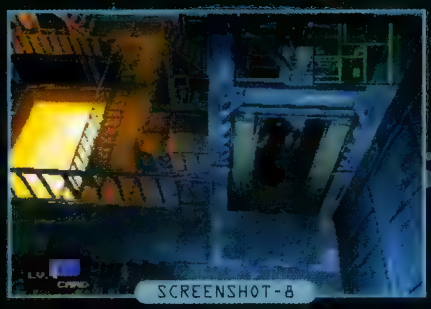
SCREENSHOT-7

TIP: ANOTHER WAY OF GETTING RID OF VULCAN RAVEN IS TO PLACE CLAYMORES ON HIS PATH (SCREENSHOT 7). BE CAREFUL TO MAKE SURE THAT YOU DO NOT FALL INTO YOUR OWN TRAP. AFTER LAYING THE CLAYMORES, SIMPLY SELECT THE MINE DETECTOR SO THAT YOU CAN LOCATE THEM.

SCREENSHOT-5

SCREENSHOT-6

After you have defeated Vulcan Raven he will inform you that the Donald Anderson who died before your very eyes in the cell was none other than Decoy Octopus, master of disguise. Decoy Octopus took on the identity of the Darpa chief in the hope that you would reveal important information to him. Decoy Octopus wanted to pass this information on to Liquid Snake. In addition he will give you the LV Card 7 which enables you to open the door of the Warehouse numbered 7. Before leaving through this door, return to the Snowfield to stock up on ammunition and items, in particular Chaff grenades and food rations. Now that you have this new LV Card 7, you can open the storage chamber numbered 7 on the Snowfield and get the boxes of Stinger missiles which are stored inside. They will come in handy later. Your return to the Snowfield will bring you through the 3 areas of the Cargo Elevator, and through the Blast Furnace. For this level, take the lift to the upper floor (screenshot 8) in order to save time. Enter the storage chamber numbered 7 and enter the other storage chambers one by one. Fully equipped, return to the Warehouse, following the route that brought you to the Snowfield, and after opening the door numbered 7 leading onto Warehouse North, select your food rations and your Chaff grenades.


SCREENSHOT-8

RETURN JOURNEY AFTER THE UNDERGROUND BASE 3

Since your last visit, 3 guards have been given the task of patrolling this area (screenshot 1). The door at the other side opens onto the third area of the Cargo Elevator. To make it to this door, without being noticed, keep the LV Card 7 selected, and throw a Stun grenade (screenshot 2). As soon as it goes off, run straight to the door and open it (screenshot 3).

Move through the 3 areas which bring you to the Blast Furnace. For instructions regarding the Blast Furnace, refer to the corresponding frame on the pages on the Blast Furnace.

SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

20- WAREHOUSE NORTH

Only one room left to cross, and Solid Snake will finally achieve the main objective of the mission. This room is the most secure in the base and although the distance between Solid Snake and the door on the other side is relatively small, there are 41 gun cameras in this area ready to greet any potential intruders... Solid Snake has seen worse and jamming the cameras is child's play compared to his achievements earlier on.

One thing is for sure, they're expecting you. To illustrate this, there are 41 gun cameras sweeping this room, and 2 traps in the corridor. These obstacles serve only one purpose, to stop Solid Snake. The procedure necessary to make it to the next room remains the same. Use the Chaff grenades to jam the cameras, and walk along the sides of the corridor to avoid setting off the traps, nothing too difficult. If you do not have enough food rations and Stinger missiles, you will find all these items here. If you choose to take them, you'll have to use a few more Chaff grenades.

OBJECTIVE: MAKE IT TO THE DOOR LEADING TO THE UNDERGROUND BASE
ITEMS ON THIS LEVEL: 1 BOX OF CHAFF GRENADES (C.G.),
1 FOOD RATION (F.R.), 4 BOXES OF STINGER MISSILES (S.M.)
ENEMIES: NONE
SURVEILLANCE SYSTEMS: 41 GUN CAMERAS (G. CAM.)
TRAPS TO AVOID: 2 TRAPS IN THE CORRIDOR

1- Before advancing into the corridor, take the box of Chaff grenades on your left (screenshot 1).

2- Then turn to first person view mode, (▲ button) held down, to observe the corridor opposite you.

3- One food ration is located at the top of this corridor. Avoid the two traps on the ground and the cameras further down.

4- After selecting the Thermal goggles, you will see the two traps in front of you (screenshot 2). Go down the corridor, moving along the wall on your left or along the wall on your right, up as far as the food ration (screenshot 3).

5- Take the food ration on your left (or your right) and position yourself against the left wall (left on the map) without going any further.

6- Deselect the Thermal goggles and select the LV Card 7. At the same time, select the Chaff grenades from your items on the right, R2 button to display.

7- Once ready, throw a Chaff grenade and run to the stairs in front of you. Climb these stairs (screenshot 4).

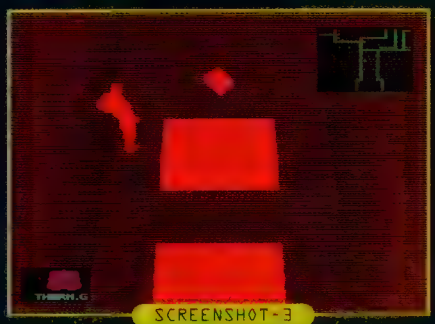
8- At the top, turn to your right (screenshot 5), and climb the stairs. You will come to a small catwalk where there are 3 boxes of Stinger missiles, take them and throw a second Chaff grenade.

9- Go back down the stairs, and once at the bottom, continue to your left without stopping. Go up to the door and the fourth box of Stinger missiles (screenshot 6).

10- Take the box and open the door to enter the Underground Base.

SCREENSHOT-1

SCREENSHOT-2



SCREENSHOT-3

SCREENSHOT-4

SCREENSHOT-5

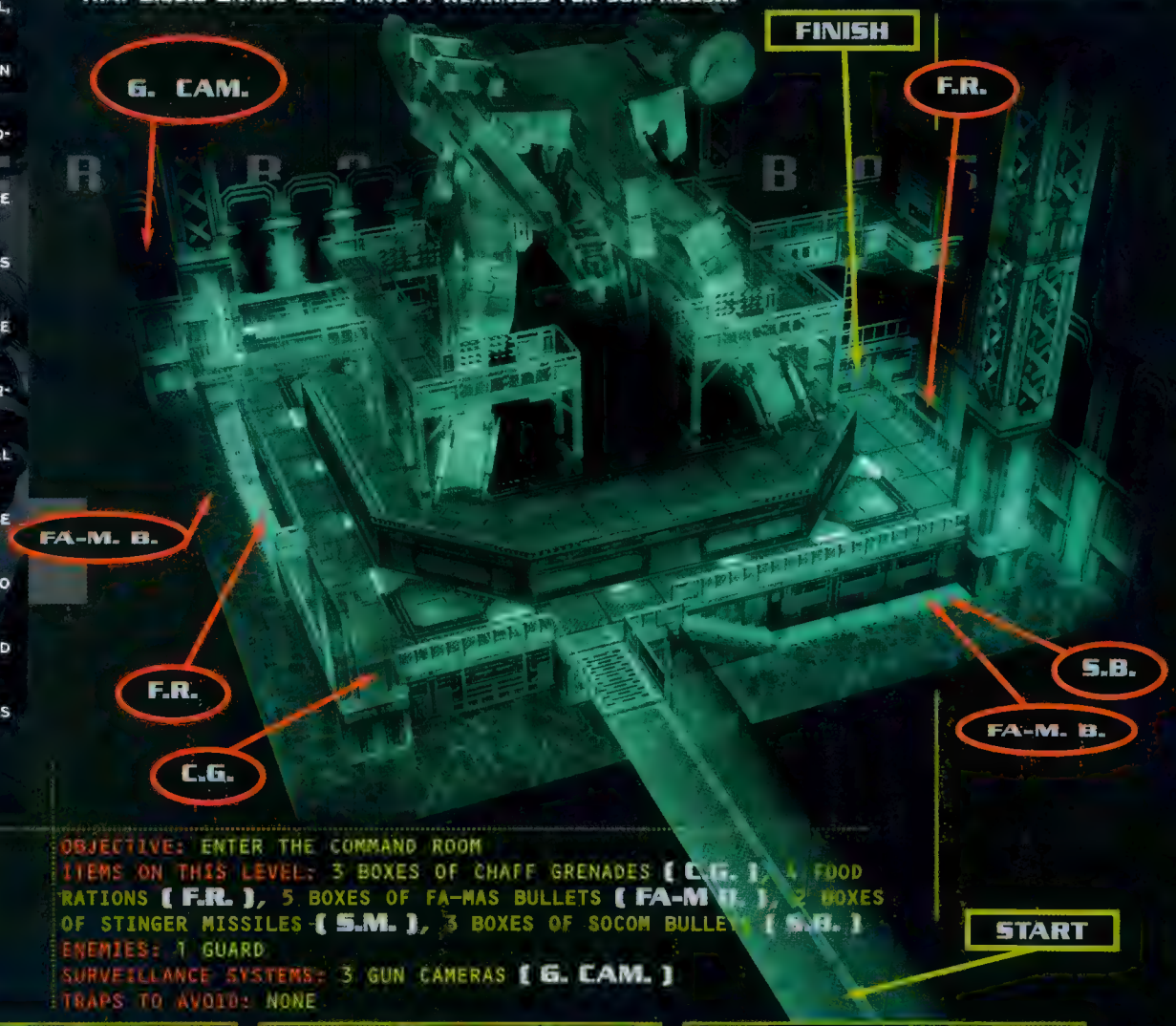
SCREENSHOT-6

21- UNDERGROUND BASE

21-1-UNDERGROUND BASE 1

At last, the base of Metal Gear Rex! Dominating the whole complex with its size, the Rex is impressive. This is the perfect weapon which has to be destroyed at all costs. Oddly enough, there seems to be almost no security in this enormous hangar, only one guard and only one gun camera. Does Liquid Snake know that his brother will fail? Does this explain the lack of security around the Metal Gear? Aware that it is better to be safe than sorry, Solid Snake will remain on his guard in the event of any ambushes. It is obvious by now that Liquid Snake does have a weakness for surprises...

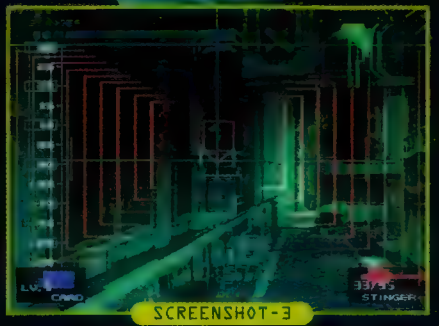
One gun camera to jam and one guard to overcome. Behave as usual, and be prepared to run for cover. Use the ladders in case you are spotted. A few items are submerged in the radioactive water surrounding the Metal Gear Rex. Use the Thermal goggles to locate these items and get them as quickly as possible.



OBJECTIVE: ENTER THE COMMAND ROOM
ITEMS ON THIS LEVEL: 3 BOXES OF CHAFF GRENADES [C.G.], 4 FOOD RATIONS [F.R.], 5 BOXES OF FA-MAS BULLETS [FA-M T.], 2 BOXES OF STINGER MISSILES [S.M.], 3 BOXES OF SOCOM BULLE[illegible] [S.B.]
ENEMIES: 1 GUARD
SURVEILLANCE SYSTEMS: 3 GUN CAMERAS [G. CAM.]
TRAPS TO AVOID: NONE

SCREENSHOT-1

SCREENSHOT-2


SCREENSHOT-3

1- With no immediate threat, advance up the corridor and stop at the end to admire the Metal Gear in all it's splendour (screenshot 1).

2- Then turn to your left and take the box of Chaff grenades which is further on (screenshot 2).

3- Select the Stinger launcher and destroy the high-mounted gun camera on the wall on the top left hand side of the map (screenshot 3).

4- This done, go straight ahead to the above mentioned wall. Once there, turn to your left and go down the stairs.

5- Select your Thermal goggles to see the different items that you can take from the water (screenshot 4).

6- Watch out, when you are in the water your life goes down very quickly. This is due to radioactivity in the water, so stay in it for the shortest time possible.

7- Start by taking the Fa-mas bullets near the stairs that you have just come down.

8- Then get back up the pier with the stairs to your back to pick up the food ration which is against the lower wall (screenshot 5).

9- Go back up the stairs, and return to the top of the corridor, just opposite the Metal Gear.

10- Move along the guard-rail on your right (Screenshot 6) and go down the second stairs to take the items.

11- Once down the stairs, don't go into the water immediately. Continue along the pier, you will find 1 box of Fa-mas bullets and 1 box of Socom bullets.

12- To shorten the time you spend in the radioactive water, get in from the point where the Socom bullets were located and quickly go to the right (right on the map).

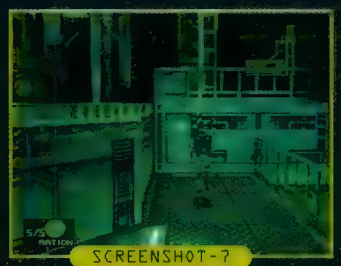
13- Move up to the grid at the top and take the food ration.

14- Then return to the top of the stairs and go right (right on the map) to climb the ladder (screenshot 7).

SCREENSHOT-4

SCREENSHOT-5

SCREENSHOT-6

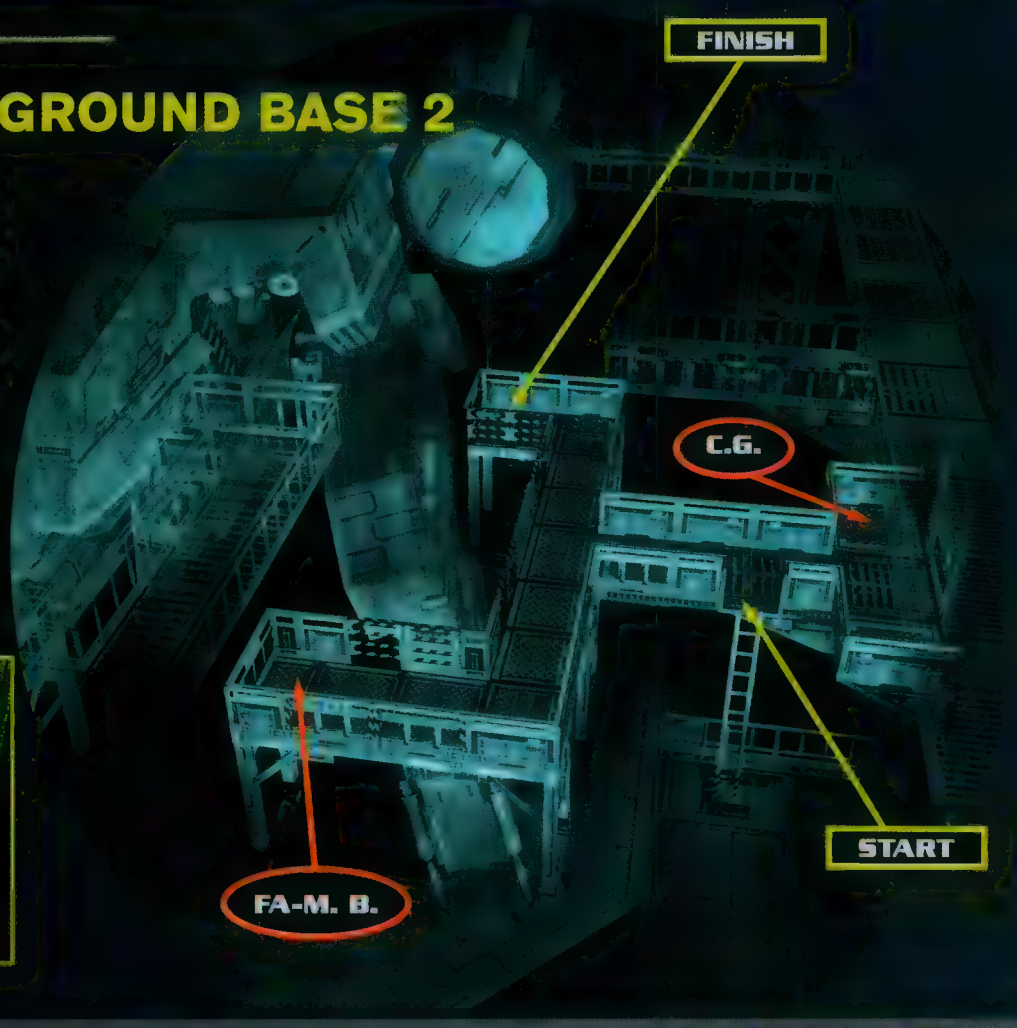

SCREENSHOT-7

21-2-UNDERGROUND BASE 2

1- Having reached the top, take the box of Chaff grenades located to your right, then come back to the ladder and go to your left on the catwalk. You will see a box of Fa-mas bullets further down.

2- After taking them, retrace your steps and go to the second ladder which is up and on your left. Climb it (screenshot 8).

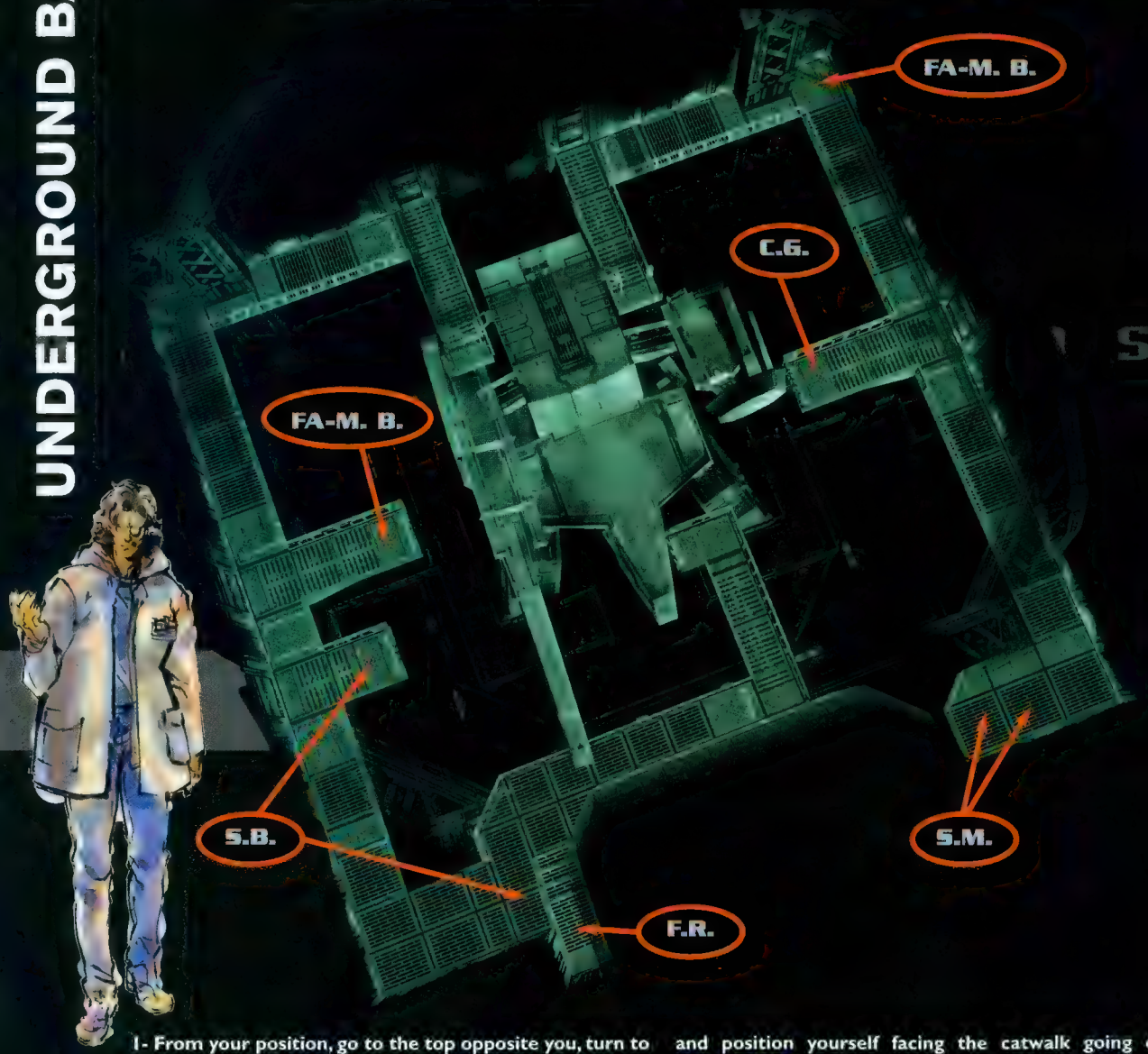
SCREENSHOT-8



21- UNDERGROUND BASE

21-3-UNDERGROUND BASE 3

UNDERGROUND BASE



1- From your position, go to the top opposite you, turn to your right and go as far as the wall on the right (right on the map). Take the Fa-mas bullets, continue down this catwalk. You will find a box of Chaff grenades a little further on, on the left (left on the map). Take it.

2- Continue going down and at the end on the left (left on the map) take the two boxes of Stinger missiles.

3- Return to the ladder that you have just come up and place yourself opposite the other ladder. Climb it.

4- Now you find yourself on the cockpit of Metal Gear. Go down the second ladder on the left (left on the map) to get to the other side.

5- Once down the ladder, go to the wall at the top and then turn to your left. Go to the left (left on the map) wall and position yourself facing the catwalk going down (screenshot 9).

6- Select the PSG1, R2 button, and deselect straight afterwards, R1 button. Now you will be ready to use it immediately.

7- Lie down in the direction of the catwalk (screenshot 10) and turn to first person view mode to observe the guard who is patrolling in the distance.

8- Wait patiently for the moment when he will be on the same catwalk as you, select the PSG1 again and kill him from a distance (screenshot 11). It is not necessary to use the Diazepam. Considering the short distance involved, you can't miss your target.

9- Having rid yourself of your only threat, make your way

to the bottom of the screen and take the boxes of Fa-mas bullets and Socom bullets located on the two small catwalks on the right (right on the map). Continue on down to the bottom wall and stop.

10- Going along the wall, advance to the right (right on the map), taking the box of Socom bullets located to the left (left on the map) of the small stairway leading up to the Command Room (screenshot 12).

11- Go up these stairs to observe Liquid Snake's and Revolver Ocelot's discussion.

12- At the end of the discussion, Ocelot shoots at the Pal key (screenshot 13) which falls into the water 3 stories down. Additionally, the alarm is sounded and you have to escape as quickly as possible.

13- Start by selecting your food rations and the Stun grenades. After throwing a Stun grenade, retrace your steps to the first floor to find the Pal key. If you have only be spotted 10 times or less by now, it will be taken by a rodent. The rodents are on the 1st floor (see Secret File).

SCREENSHOT-9

SCREENSHOT-10

SCREENSHOT-11

SCREENSHOT-12

SCREENSHOT-13

Once on this floor, take one of the two stairs leading down to the water and select your Thermal goggles to take whatever items you may need. The Pal key can be located anywhere in the water (screenshot 14), it has no fixed location. A Time bomb is located somewhere in the water. If you are unfortunate enough to pick it up, get rid of it by selecting it, L2 button held down on the bomb, pressing on the (● button) to throw it away (screenshot 15). With the Pal key in your possession, return to the entrance of the Command Room on the third floor of the Underground Base. Following the same procedure as before, kill the guard on the catwalk. Before going inside the Command Room, select the Pal key, then throw a Chaff grenade inside to jam the 2 cameras (screenshot 16). Enter the room and make your way to the computer on the left (left on the map) to put the Pal key into it. This done, use a second Chaff grenade to leave the room and go back down to the first floor of the Underground Base to go to the Warehouse. Once you're in the Warehouse, stay there for about 3 minutes (screenshot 17). After this pause, take a look at the Pal key, it is now a clear blue and it can now be inserted into the second computer of the Command Room (screenshot 18). Retrace your steps to the Underground Base 3 following the same path which brought you down to the Warehouse. In order to put a stop to the launch, you must insert the Pal key into the third computer.

SCREENSHOT-14

SCREENSHOT-15

SCREENSHOT-16

21- UNDERGROUND BASE

21-3-UNDERGROUND BASE 3

SCREENSHOT-17

SCREENSHOT-18

SCREENSHOT-19

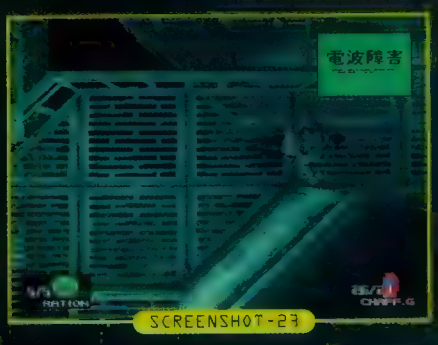
To do this, you have to reheat the key in the Blast Furnace. To return there, you will go via Warehouse North, the Warehouse, and the three Cargo Elevator areas (in this order). The only levels which have undergone changes, or can pose any threat are the Warehouse and the Blast Furnace. Refer back to the corresponding frames on the pages on these levels.

Once returned to the Underground Base 3 and after killing the guard with the PSG1 (screenshot 19), go to the small stairway leading to the Command Room. Select the Pal key as well as the Chaff grenades before entering the room (screenshot 20). Go to the computer on the right (right on the map). Instead of cancelling the launch, you have in fact initiated it. To add to your problems, Master Miller has dropped his disguise and revealed himself to in fact be Liquid Snake. The latter has been manipulating you since the beginning of the operation. Not having the codes to launch, he has been waiting for you to look after that end of things for him. After expressing his gratitude to you for your kind gesture he escapes, but not without first locking you into the Command Room which fills with toxic nerve gas (screenshot 21). Select your Gas mask immediately to limit the damage from the gas. Then call Otacon with the Codec (frequency 141.12) four times in a row, without exiting the menu display, so that he unlocks the door, thus allowing you to get out. After a few seconds the door will open (screenshot 22). Before exiting take the food ration located at the bottom right (right on the map) end of the room and then exit. A second food ration is just to your left, at the top of the stairs, as you exit the Command Room. As soon as you are outside, you will see Liquid Snake escaping to the right (right on the map). Select your food rations and your Chaff grenades, and go up to him (screenshot 23). He will get into the Metal Gear to finish you off once and for all. You will need your food rations for the confrontation which is about to follow. You will also need your Body armour to better withstand the artillery fire from the Metal Gear Rex. On the weapons side of things, you will need Chaff grenades and the Stinger launcher to retaliate against Liquid Snake's attacks.

SCREENSHOT-20

SCREENSHOT-21

SCREENSHOT-22



SCREENSHOT-23

22-SUPPLY ROUTE

SUPPLY ROUTE
9TH BOSS: METAL GEAR REX

NOW IS THE MOMENT OF TRUTH. LIQUID SNAKE MUST BE ELIMINATED. IT SEEMS THAT HE WILL STOP AT NOTHING TO MAKE SURE HIS BROTHER SOLID SNAKE IS DEAD AND BURIED. FROM THE BEGINNING OF THIS CONFRONTATION, BOTH THE DESTRUCTION OF THE METAL GEAR AND THE LIFE OF MERYL, WHO IS HELD PRISONER, ARE HANGING IN THE BALANCE. FACED AGAINST A KILLER MACHINE OF MORE THAN TEN METRES IN HEIGHT, WHICH IS EQUIPPED WITH WEAPONS OF FORMIDABLE POTENTIAL, SOLID SNAKE WILL PROVE TO BE THE MAN FOR THE JOB. SOLID SNAKE WILL SHOW HOW POWER, WITHOUT SELF CONTROL, IS WORTH NOTHING. ONE OF SOLID SNAKE'S OLD ACTIVE SERVICE FRIENDS WILL STAND BY HIS SIDE AND FIGHT THE GOOD FIGHT, IN A LAST DITCHED EFFORT TO PUT AN END TO LIQUID SNAKE.

OBJECTIVE: DESTROY THE METAL GEAR AND KILL LIQUID SNAKE
ITEMS ON THIS LEVEL: 2 FOOD RATIONS [F.R.], 1 BOX OF STINGER MISSILES [S.M.], 1 BOX OF STUN GRENADES [S.G.], 1 BOX OF CHAFF GRENADES [C.G.]
ENEMIES: 1
SURVEILLANCE SYSTEMS: NONE
TRAPS TO AVOID: NONE

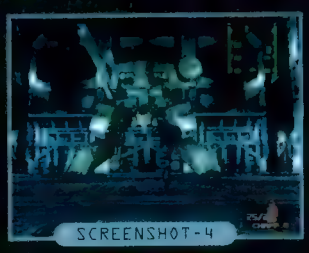
PROFILE:

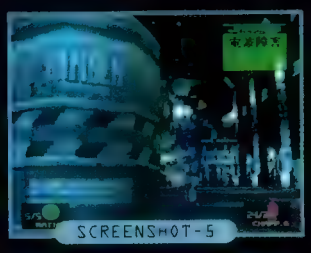
The Metal Gear contains next generation technology and varied weaponry making it capable of annihilating an entire city. It has two high calibre machine guns (screenshot 1), a medium range laser (screenshot 2) and a battery of missiles (screenshot 3). This seems an unfair advantage against Solid Snake. But as powerful and huge as the Metal Gear is, its effectiveness depends very much on who is controlling it. Piloted by Liquid Snake, who is impulsive and rarely methodical in his style of fighting, it will prove relatively easy to stop. To succeed you have to permanently jam its missile guidance system and its machine guns. But be carefull at all times and keep at a safe distance. You must do this in order to, at the same time, keep out of range of it's conventional weapons and fire missiles at it. Take advantage of the size of this area to move around continually so that you are not spotted by Liquid Snake. Continually moving around will guarantee your safety, whereas remaining stationary will ensure your death. The confrontation takes place in two distinct parts. It demands a great level of dexterity to simultaneously move around and attack.

SCREENSHOT-1

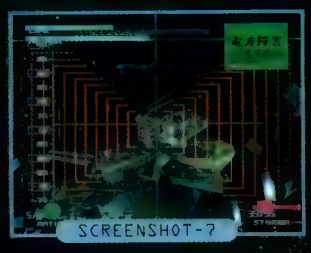
SCREENSHOT-2

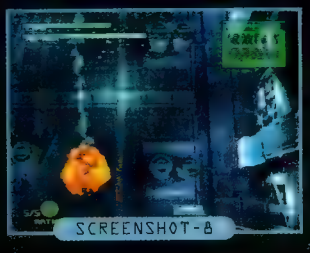
SCREENSHOT-3


SCREENSHOT-4


SCREENSHOT-5

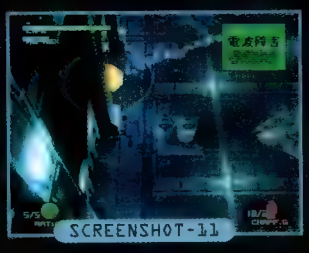
SCREENSHOT-6

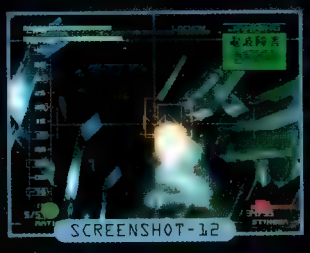

SCREENSHOT-7


SCREENSHOT-8

SCREENSHOT-9

SCREENSHOT-10


SCREENSHOT-11


SCREENSHOT-12

SCREENSHOT-13

SCREENSHOT-14

SCREENSHOT-15

SCREENSHOT-16

RECOMMENDED TECHNIQUE:

1ST PART:

1- Just before the Metal Gear starts to move, use the Chaff grenades to jam the missile guidance system (screenshot 4) and the machine guns.

2- Then run to the bottom of the screen and when you are near the two barrels throw another Chaff grenade (screenshot 5). Then select the Stinger launcher and fire the first missile under the left arm of Metal Gear, at its disc shaped radar (screenshot 6).

3- As with the helicopter, when your missile has started to head for the aimed target (screenshot 7), deselect the Stinger launcher so that you can move again.

4- Once the missile impacts against it's target, move far away from your initial shooting position because Liquid will send missiles at the spot from which you fired (screenshot 8).

5- Then, whilst continuing to throw Chaff grenades to jam your opponent's missiles, go to the middle of the screen, near some barrels. Keep moving along the right (right on the map) wall so that you find yourself on the left of your adversary (screenshot 9).

6- En route, pick up the items beside the wall if you need them and fire another missile while the Rex can't see you (screenshot 10).

7- Then continue to go up to the top of the room, always going along the wall on the right (right on the map) and, after each freshly thrown Chaff grenade, fire a missile at the left arm of the Rex. Then immediately move around the Rex causing it to turn to it's left (screenshot 11).

8- Continue this technique, moving around the Metal Gear so that you are always at it's back. To that end, go around the room moving along the walls from right to left. Once you have a good shooting angle, stop and fire a missile (screenshot 12).

9- After 8 missiles hit your intended target, the left arm of the Metal Gear explodes (screenshot 13). Then, Liquid Snake tries to crush you. But Deepthroat, alias Gray Fox, intervenes and tries to eliminate Liquid Snake (screenshot 14). Unfortunately he is no match for the Metal Gear and, despite his efforts, he dies fighting (screenshot 15).

10– Once Gray Fox dies, Liquid Snake turns against you for the second part of the fight.

SCREENSHOT-17

TIP: YOU CAN ALSO TRY TO DODGE LIQUID SNAKE'S MISSILES WHEN THEY'RE COMING AT YOU, BY MOVING TOWARDS THE METAL GEAR ONCE THE FIRST MISSILE HAS BEEN FIRED (SCREENSHOT 16). TAKE ADVANTAGE ALSO OF MOVING UNDER HIM, SO THAT YOU FIND YOURSELF AT HIS BACK (SCREENSHOT 17).

22- SUPPLY ROUTE

2ND PART:

1- There is a change of target for this second part. The target to aim at now is the cockpit where Liquid Snake is to be found (screenshot 18).

2- Learning from his previous mistakes, he will now follow you without fail, not allowing you any opportunity to go behind him.

3- Firstly, throw a Chaff grenade. Then distance yourself far enough away from him, so that in order to hit you he will have to resort to the missiles (screenshot 19).

4- Then, staying opposite him in first person view mode, wait till you see, on the same level as one of his arms, pink sparks which indicate the firing of a first missile (screenshot 20). Do note, however, that sometimes there won't be sparks to warn you but instead, the cockpit will lower slightly, causing the Rex to be stationary (screenshot 21).

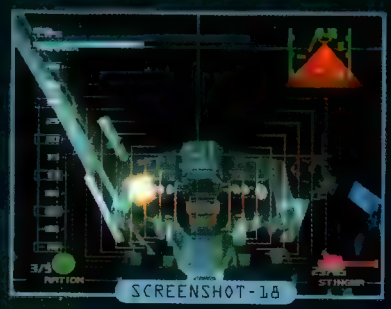
5- As soon as you see one of these indicators, advance towards the Metal Gear to dodge the 3 oncoming missiles (screenshot 22).

6- At the exact moment when the last missile explodes behind you, move back immediately (screenshot 23) and select the Stinger launcher to fire a missile at the cockpit (screenshot 24).

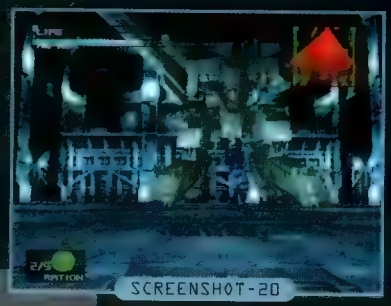
7- Continue this routine throughout the confrontation. Also, make sure that the word jamming does in fact show up on your radar screen all the time.

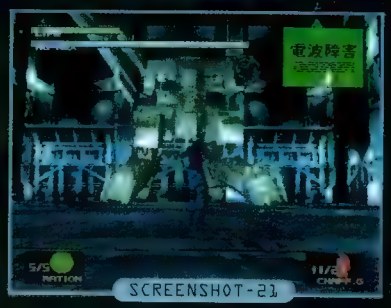
8- If you need to, go and stock up on food rations or Chaff grenades located around the room (screenshot 25).

9- Finish off the Metal Gear. Still alive, Liquid Snake will bring you up to the cockpit for the ultimate hand to hand combat.


SCREENSHOT-18

SCREENSHOT-19


SCREENSHOT-20


SCREENSHOT-21

SCREENSHOT-22

SCREENSHOT-23

SCREENSHOT-24

SCREENSHOT-25

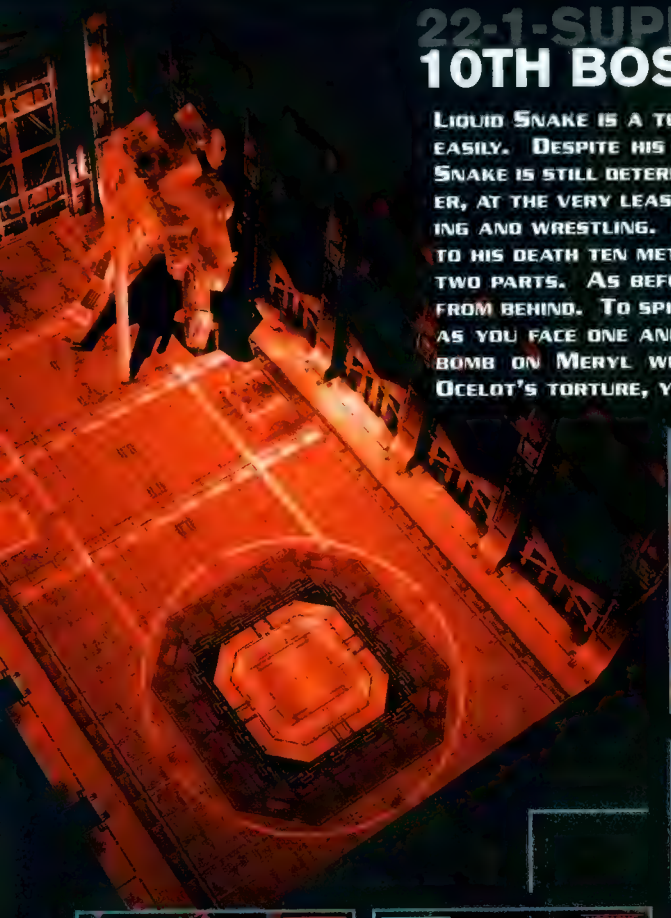
SCREENSHOT-27

SCREENSHOT-26

SCREENSHOT-28

TIP: THERE IS AN ALTERNATIVE TO THIS TECHNIQUE. IF YOU FOLLOW THIS PROCEDURE CAREFULLY, YOU WILL NOT LOOSE ANY ENERGY. FROM THE START OF THE SECOND PART OF YOUR FIGHT AGAINST THE METAL GEAR, POSITION YOURSELF UNDER THE REX (SCREENSHOT 26). TO FOLLOW YOUR EXACT LOCATION, KEEP AN EYE ON YOUR RADAR. MAKE SURE TO AVOID THE LASER (SCREENSHOT 27). THEN, STAYING OUTSIDE LIQUID SNAKE'S FIELD OF VISION, WAIT FOR THE METAL GEAR TO STOP MOVING AND FIRE A MISSILE AT THE COCKPIT (SCREENSHOT 28). SUFFERING FROM A DIRECT HIT, THE METAL GEAR WILL TURN AROUND. MAKE SURE TO REMAIN OUTSIDE ITS FIELD OF VISION AND REPEAT THE PROCEDURE.

10TH BOSS: LIQUID SNAKE



LIQUID SNAKE IS A TOUGH OPPONENT. AT THIS STAGE, IT IS OBVIOUS THAT HE DOESN'T GIVE UP EASILY. DESPITE HIS RECENT DISAPPOINTMENT WITH THE INVINCIBLE METAL GEAR REX, LIQUID SNAKE IS STILL DETERMINED TO SEE SOLID SNAKE JOIN THEIR FATHER IN THE AFTER LIFE. A FIGHTER, AT THE VERY LEAST AS ACCOMPLISHED AS HIS BROTHER, HE HAS A TECHNIQUE COMBINING BOXING AND WRESTLING. HE WILL USE ALL HIS TRICKS OF THE TRADE TO SEND SOLID SNAKE FALLING TO HIS DEATH TEN METRES BELOW. LIKE THE PRECEDING CONFRONTATION, THIS ALSO DIVIDES INTO TWO PARTS. AS BEFORE, YOU WILL HAVE TO KEEP MOVING SO AS TO ATTACK YOUR ADVERSARY FROM BEHIND. TO SPICE THINGS UP A LITTLE, A TIME CLOCK WILL START COUNTING DOWN AS SOON AS YOU FACE ONE ANOTHER. KILL LIQUID SNAKE BEFORE THE COUNTDOWN IS FINISHED, OR THE BOMB ON MERYL WILL EXPLODE. DEPENDING ON HOW YOU PERFORMED DURING REVOLVER OCELOT'S TORTURE, YOU WILL ESCAPE OUT OF THE BASE WITH EITHER MERYL OR OTACON.

SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

SCREENSHOT-4

SCREENSHOT-5

SCREENSHOT-6

SCREENSHOT-7

SCREENSHOT-8

SCREENSHOT-9

SCREENSHOT-10

SCREENSHOT-11

1ST PART:

1- Liquid Snake doesn't move for the moment but is waiting for you to hit first. Do as he wishes, coming into contact to deliver him a few blows (screenshot 1).

2- As soon as you approach him, he will move away (screenshot 2). He generally positions himself in one of the four corners on the cockpit of the Rex (screenshot 3).

3- Anticipate his movements and interrupt his trajectory (screenshot 4) so as to be able to attack him before he can even react (screenshot 5).

4- From the moment you finish attacking him, follow him to continue the attack (screenshot 6).

5- When Liquid Snake's energy is reduced to two thirds he will resort to a more basic form of combat.

2ND PART:

1- Firstly, Liquid Snake will move back in order to gather up speed and charge at you (screenshot 7). This is in the hope of causing you to fall off the Rex.

2- Copy him in so much as you place yourself far from him. Continue to move and as soon as you see him charging in your direction, you can dodge him and then quickly attack him from behind (screenshot 8).

3- To save time, when he doesn't position himself to charge at you (screenshot 9), run straight at him and deliver a few punches (screenshot 10). Then move back before he counter attacks.

4- Continue in this vain until he falls from the Metal Gear (screenshot 11).

TIP: TO MAKE SURE YOU SUCCESSFULLY DELIVER A FEW PUNCHES AGAINST LIQUID SNAKE, MAKE SURE TO BE ON THE SAME LINE AS HIM WHEN YOU GO TO ATTACK HIM.

Once your brother has fallen, you have ten minutes to escape. You have to exit the base to safety before it collapses under the aerial bombardment being carried out by the airforce.

23- ESCAPE ROUTE

NOW THAT THE METAL GEAR IS DESTROYED AND LIQUID SNAKE IS DEAD, SOLID SNAKE MUST GET OUT OF THE BASE WITHIN TEN MINUTES. ACCOMPANIED IN HIS ESCAPE BY HIS COMPANION, SOLID SNAKE MUST FIND A VEHICLE WHICH IS IN WORKING ORDER IN THE HOPE THAT IT WILL TAKE THEM TO THE EXIT. ALTHOUGH NOW LEADERLESS, GUARDS WILL NONETHELESS ATTEMPT TO STOP HIM. CAN HE SAFELY ASSUME THAT LIQUID SNAKE IS DEAD ?

JUST HANG IN THERE, YOU WILL REACH THE EXIT AND MAKE IT TO THE GREAT OUTDOORS. BUT BEFORE YOU GET THAT FAR, YOU WILL HAVE TO KILL THE REMAINING GUARDS THAT STAND IN YOUR WAY AND YOU WILL HAVE TO ELIMINATE LIQUID SNAKE ONCE AND FOR ALL. IN THIS FINAL CONFRONTATION, YOU FIND YOURSELF WITH AN ADVANTAGE. YOU HAVE A MACHINE GUN MOUNTED ON THE BACK OF YOUR JEEP, WHILE LIQUID SNAKE HAS TO MAKE DO WITH AN AUTOMATIC RIFLE. IT IS TO YOUR ADVANTAGE THAT HE IS CONTINUALLY MOVING. YOU CAN EASILY DO AWAY WITH LIQUID SNAKE BY SHOOTING AT HIM NONE STOP, SWEEPING HIS JEEP WITH PRECISE MOVEMENTS AT CLOSE RANGE. ON YOUR WAY TO THE JEEP, YOU WILL FIND 3 FOOD RATIONS WHICH WILL COME IN VERY HANDY, ESPECIALLY WHEN FACING LIQUID SNAKE.

SCREENSHOT-1

SCREENSHOT-2

SCREENSHOT-3

1- Once your companion has gone on, come back and take the food ration placed on the other side of the door (screenshot 1).

2- Select it, then come back into the corridor and go to your left to get the second food ration at the bottom of the stairs (screenshot 2).

3- Go up the steps to join your companion.

4- The camera located above and to the left of the door will sound the alarm, alerting the guards who will come into the parking area.

5- Without waiting for them to arrive, run to the far left hand corner of the parking area and take the third and last food ration (screenshot 3). While your companion is starting the jeep move around the vehicle avoiding the shots from the guards (screenshot 4).

6- When the jeep is ready to go, jump into it, positioning yourself close to the passenger seat.

7- Now controlling the machine gun, fire (■ button) and aim at the 2 barrels located near the grid. To aim use the Directional button to the left and right.

8- The barrels will explode, freeing the path ahead of you, allowing your jeep to rush on into the tunnel (screenshot 5).

9- Once in the tunnel, position yourself to your right (screenshot 6), so that when you arrive at the next barricade you will be ready to fire immediately at the left barrel to make it explode.

10- Do the same then for the barrel on your right (screenshot 7) and the path will be free for you to continue.

11- Then, in order to quickly take down the first 3 arriving guards at the next barricade, position yourself to your left (screenshot 8), so that you will easily kill the guard on your right.

12- To eliminate them as quickly as possible, shoot at them one by one and when you've finished off one guard move on to the next one. Continue this technique until they are all dead.

13- With this last obstacle dealt with, Liquid Snake catches up with you in his jeep (screenshot 9) and, armed with a machine gun, he will start to shoot at you.

14- Firstly, he will come up behind your jeep, quickly moving from left to right (screenshot 10).

15- Don't fall for this ploy trying to follow him with your shots, but keep the machine gun centred on the middle of the tunnel and sweep from right to left, making small movements to hit Liquid Snake as he moves across (screenshot 11).

SCREENSHOT-4

SCREENSHOT-5

SCREENSHOT-6

SCREENSHOT-7

SCREENSHOT-8

SCREENSHOT-9

SCREENSHOT-10

SCREENSHOT-11

P3- ESCAPE ROUTE

ESCAPE ROUTE P3

SCREENSHOT-12

16- After taking a few shots, Liquid Snake continues to follow you in a second tunnel. While shooting at you he will also ram your vehicle with his jeep in order to destabilise you (screenshot 12).

17- Position yourself slightly to your left (screenshot 13) and when he rams your jeep again you will have fallen slightly to your right before shooting at him (screenshot 14).

18- Out of this second tunnel you return to the principal tunnel and Liquid Snake continues to move quickly from right to left. Use the same technique as before (cf. screenshot 11).

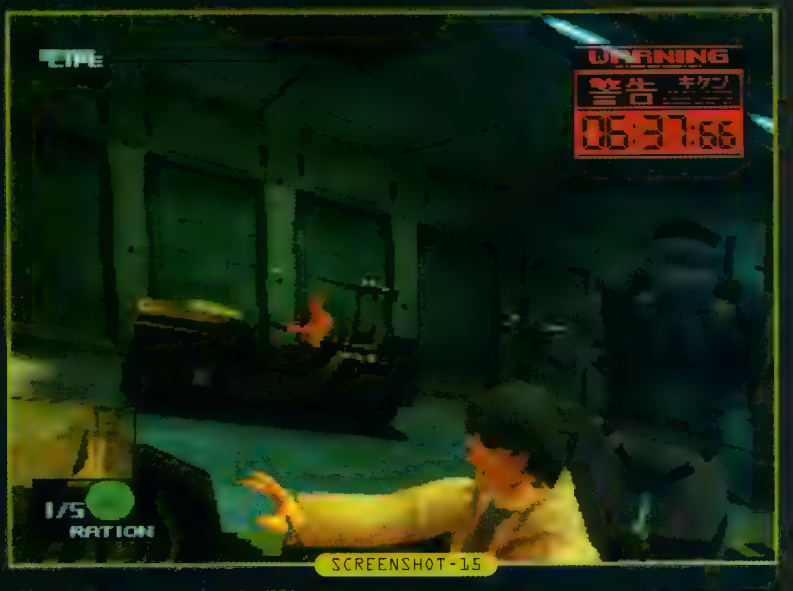
SCREENSHOT-13

SCREENSHOT-14

19- Then Liquid Snake drives parallel to your jeep and drives up and down whilst shooting at you (screenshot 15).

20- To finish him off without any repercussions, place yourself slightly to your left (screenshot 16), so that during all his movements you will definitely hit him (screenshot 17).

21- A few moments later, he draws closer to you again, continue to shoot at him (screenshot 18). After inflicting him with two additional wounds you will arrive at the exit (screenshot 19).



SCREENSHOT-15

SCREENSHOT-16

SCREENSHOT-17

SCREENSHOT-18

SCREENSHOT-19

A P E R O U T E

SECRET FILE

METAL GEAR SOLID IS A GAME BURSTING WITH DEPTH, INTRIGUE AND FINESSE. IT HAS AN IMPRESSIVE QUANTITY OF SECRET CINEMATIC SCENES AND ALL KINDS OF HIDDEN OBJECTS. SOME OF THE BONUSES WILL BE OF GREAT HELP IN ACHIEVING YOUR MISSION, GIVING YOU ADDED ABILITIES. OTHER DETAILS WILL HAVE NO EFFECT ON THE TURNOUT OF YOUR GAME BUT WILL GIVE YOU AN INSIGHT INTO THE LIVES AND PERSONALITIES OF THE MAJOR PLAYERS. YOU MAY HAVE TO PLAY THE GAME AGAIN FROM THE BEGINNING ON SEVERAL OCCASIONS IN ORDER TO ACCESS THESE NEW OPTIONS.

SECRET ITEMS

STEALTH

How to get it:

You have to finish the game at least once with Otacon (on any of the difficulty levels). To finish the game with Otacon, you must have given in during one of Revolver Ocelot's torture sessions. Otacon, eternally grateful that you saved his life, will give you his Stealth prototype in optical refracting technology. You need only to save this part, then load in the game and begin as normal. The load game will be in yellow and your save data icon will have the face of Otacon on it.

Description:

Certainly the most useful piece of equipment, the Stealth is a prototype in optical refracting technology. It allows Solid Snake to blend into the background becoming completely invisible to the guards. This new item has the same effect on cameras, laser beams and spotlights. However, the Stealth does not work on bosses. Due to their highly developed senses, they won't allow this trick to be used on them and will quickly identify their opponent. The wolf dogs will also sense your presence because your odour is different to theirs. Your allies, such as Meryl or Otacon automatically see you. This is just as well, since otherwise they wouldn't be able to come to your aid.

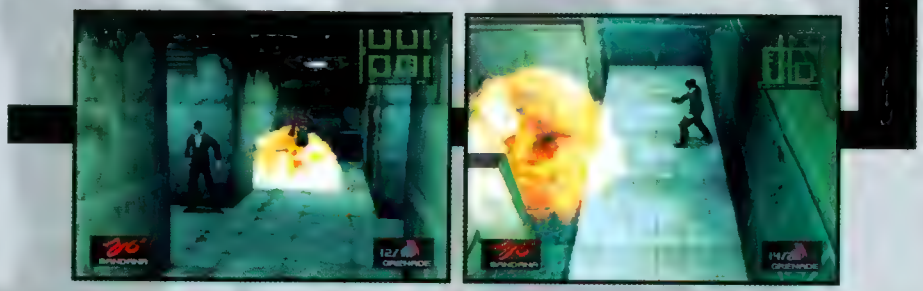
BANDANNA

How to get it:

You have to finish the game at least once with Meryl (on any of the difficulty levels). To finish the game with Meryl, you must have resisted Revolver Ocelot's torture sessions. Meryl, eternally grateful that you saved her life, will give you the bandanna. You need only to save this part, then load in the game and begin as normal. Your load game will be in yellow, and your save data icon will have the face of Meryl on it.

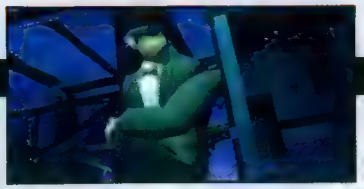
Description:

This cloth is a great piece of equipment. Harmless in its appearance, it allows you to use whatever weapons you have acquired with limitless ammunition. This spares you the trouble of having to trek back over different levels to stock up. This item can be used not only for firearms, but also for weapons that you throw or lay. The Bandanna only works on weapons that are already loaded.



METAL GEAR'S WARDROBE

TUXEDO



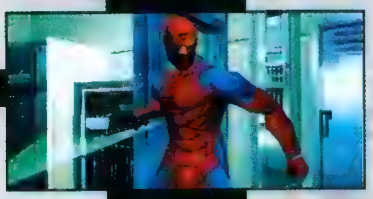
How to get it:

You must finish the game twice, once with Meryl and once with Otacon, on the same difficulty setting (it doesn't matter which one). You need only to save both these parts, then load in the game and begin as normal. The load game is now in red. After taking off your scuba gear in the lift in the Dock area, you will be in a Tuxedo.

Description:

A classy item, the perfect attire for an accomplished Agent. The tuxedo hasn't any specific function but it gives a great sense of style.

CRIMSON NINJA



How to get it:

You have to finish the game twice, once with Meryl and once with Otacon, on the same difficulty setting (it doesn't matter which one). You need only to save both these parts, then load in the game and begin as normal. The load game will be in red, and your save data icon will have the face of the ninja on it. From this point on, each time that Gray Fox appears in the game, his suit will have changed to a crimson and blue colour.

Description:

The ninja's suit used to be flesh coloured and blue. It has now become crimson and blue and will stay like this throughout the game. This change doesn't effect or alter Gray Fox's behaviour in any way.

ADDITIONAL SCENES

TIMID MERYL

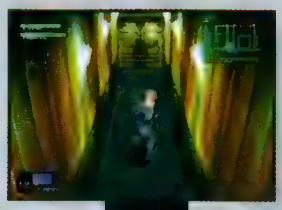
When you are with Meryl, admire her up and down in first person view mode. Initially, she will ask Solid Snake what he's looking at with such keen interest. Then, as long as you continue to stare at her, she will blush more and more. Finally, she will remind you that there is still a lot to do and that you should attend to the task at hand as soon as possible...

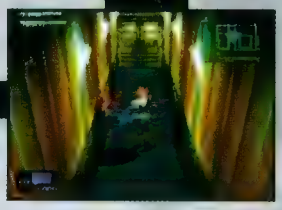
SECRET FILE

ADDITIONAL SCENES

A WOMAN WITH CHARACTER

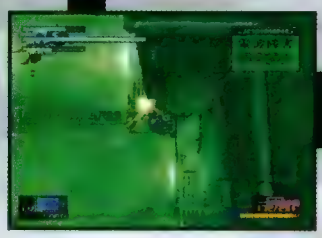
Despite the fact that Meryl is an inexperienced soldier, she has undergone genetic treatment, which endows her with strong battle skills. She also has a well-tempered disposition that she has learnt from her uncle, Colonel Campbell. Nevertheless, if you hit her she will react by hitting you back with a powerful and well-deserved slap. It is very difficult to dodge this counter attack.

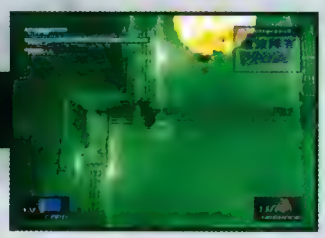




GETTING YOUR PRIORITIES RIGHT

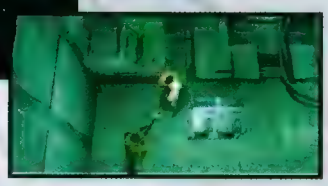
You can shoot Meryl when she is on the ground after Sniper Wolf's ambush. As soon as you do this, Colonel Campbell and others will scorn you for such behaviour. If you persist and continue to shoot at her, Meryl will actually die. So you should not experiment with this one before leaving the Underground Passage.





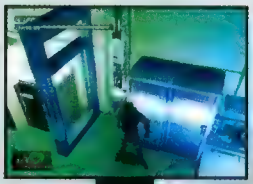
JOHNNY SASAKI

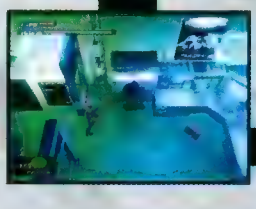
After your torture sessions with Revolver Ocelot, go directly into the main room (where you were tortured) without hitting the guard. He will follow you and just before there is a confrontation, he will suddenly be overcome with stomach cramps. Experiencing extreme pain, he'll run into the toilets. Follow him and knock on the toilet door. He will respond with painful moans.



NOT A VERY BRAVE ALLY

Otacon hides in the cupboard during your fight with Gray Fox in the laboratory. When you have a chance, hug the cupboard, and tap it. The response will be a fearful moan.



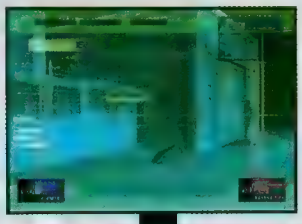


A SOFT SPOT FOR OUR FURRY AND WINGED FRIENDS

Ravens always surround Vulcan Raven, the giant Shaman. When you are in the Cargo Elevator, just before confronting Vulcan Raven, a number of these birds fly around you. During your descent you can kill them just for fun. The Stinger launcher is an extremely efficient and amusing way of going about this. A more time consuming alternative is to wait until one of the ravens places itself on the guardrail of the elevator, then attack and kill it. You can also kill the mice in the Underground Passage, the Underground Base I and the Blast Furnace. Even though these trigger-happy pursuits may satisfy one of your basic primal needs, Colonel Campbell and Naomi Hunter will ask you to put a stop to your childish antics.

IRRITATING MEI LING

Contact the ever-charming Mei Ling by Codec, her frequency is 140.96. Call her three times consecutively without saving. After the third call she will become increasingly irritated. She will not respond verbally for the next two calls and then on the sixth call she will stick out her tongue. Mei Ling's reactions to every call which follows without saving, will be a repetition of the fourth call through to the sixth. As soon as you save after calling her, this whole process goes back to normal.



CUDDLY WOLF CUB

When you return to the Snowfield after defeating Vulcan Raven, go close to the storage chamber numbered 7. You will see the wolf cub that was in the Cave. He will be very excited and will run around you. Unlike his fellow creatures, he cannot be damaged by any of your weapons.

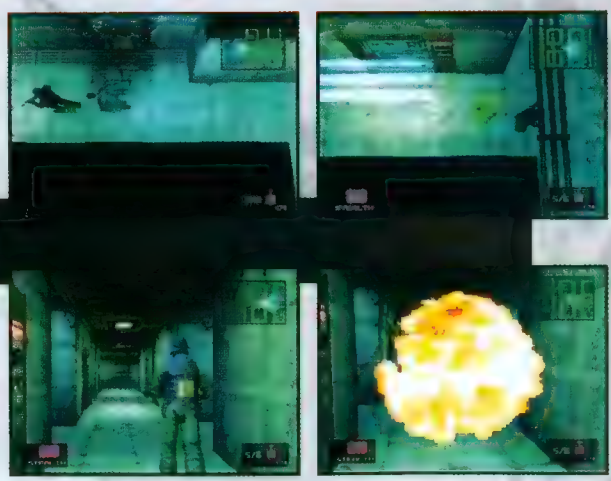
WHERE HAS THE PAL KEY GONE?

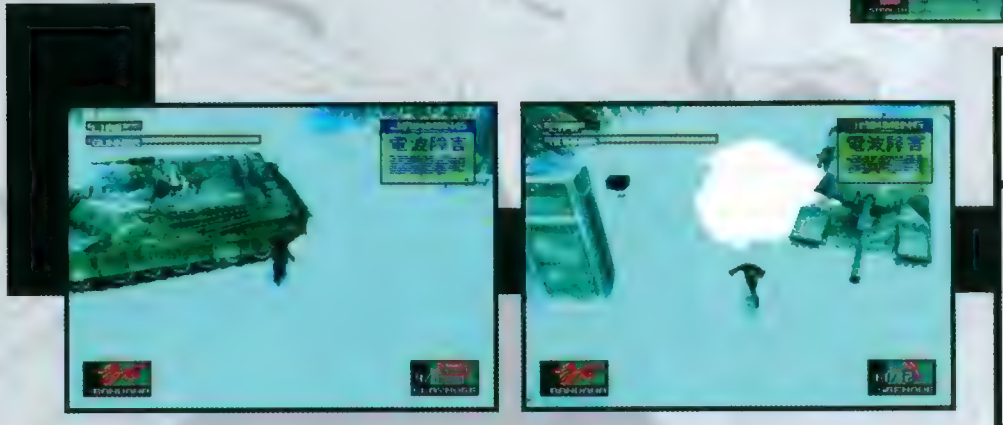
If you were only spotted ten times throughout your mission, the following will occur. Once the Pal key is shot from your hand by Revolver Ocelot, it will fall to the ground beside the radioactive water and will be taken by a mouse. Kill this rodent with a weapon of your choice to recover the Pal key.

ALTERNATIVE USES OF ITEMS

THE HUMAN BOMB

The C4 is a powerful explosive. Its main purpose is to blow up structures and vehicles. You can use it to make an involuntary ally out of any one of your enemies. Place a C4 charge on a guard without his knowing what is going on. As soon as he is at a distance from you, all you have to do is detonate the C4. The obvious way of doing this is to use the Stealth. However, you can achieve your objective by sneaking up behind a guard, either by crawling or by creating a diversion, and sticking the C4 on him from behind. To do this select the C4, and when you are very close to the guard (without touching him), press the (■ button) to place it. Detonate it by pressing the (● button). Guards who are sleeping or going to the toilet are easier targets.





OVERCOMING THE TANK

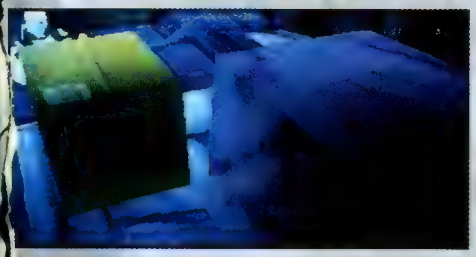
You are at an obvious disadvantage against the tank considering the firepower and range of this vehicle. You can limit the tank's progress by slowing it down. To do this, use Claymores or grenades and place them so that they explode under the caterpillar tracks of the tank. The caterpillar tracks will be severely damaged, slowing down your enemy in the process.

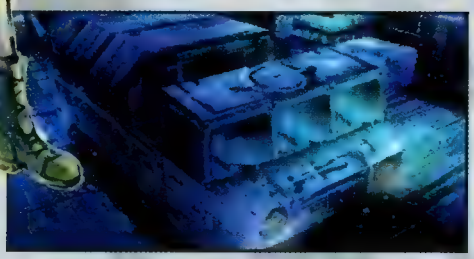
SECRET FILE

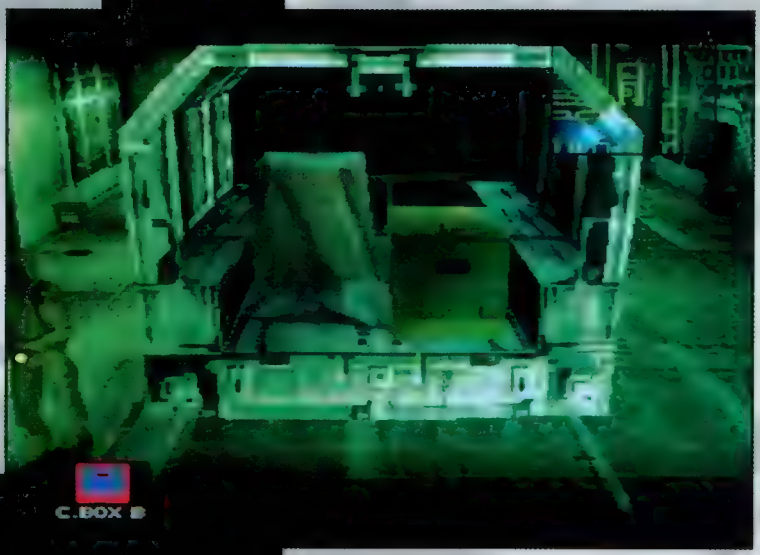
ALTERNATIVE USES OF ITEMS

THE CARDBOARD BOX EXPRESS

The cardboard boxes aren't the most typical of hiding places for an agent. Initially, the idea of using them as a hiding place may seem a little bit ridiculous. However, it may be necessary in some situations. Additionally, they can save you a lot of travelling time around the base. Three transport trucks are located at different levels: the Heliport, the Nuke Building 1, and the Snowfield. If you get into one of these trucks and select the relevant cardboard box, you will be brought to the area written on the box.







CHANGES AFTER FINISHING THE GAME

DEMO CINEMAS

After finishing the game at least once, go to the title screen and go into the special menu. Select the Demo Theatre option. You can then sit back and watch all the cut scenes in the game, as well as all the conversations you had on Codec.

OPENING CUT SCENE

After finishing the game at least once, the opening cut scene where Solid Snake arrives in the Dock will be slightly modified. The camera angles of Solid Snake getting out of the water will change from the original opening cut scene.

METAL GEAR MAIN THEME

Finish the game three times, and the Celtic music that accompanies the credits at the end will be replaced by the main theme of Metal Gear Solid.

RANKING CODE NAMES

Metal Gear Solid is a game full of subtleties, where stealth and caution are more practical than brute action. Following your overall success throughout the game, you will be rated with a code name and a rank. The code names are attributed according to the difficulty mode you played and according to your overall performance.

RANK 1

Easy: Hound • Normal: Doberman
Hard: Fox • Extreme: Big Boss
Necessary requirements: to be spotted no more than 5 times and to kill a maximum of 25 enemies.

RANK 2

Easy: Pigeon • Normal: Falcon
Hard: Hawk • Extreme: Eagle
Necessary requirements: finish the game in less than two hours and thirty minutes.

RANK 3

Easy: Piranha • Normal: Shark
Hard: Jaws • Extreme: Orca
Necessary requirements: to kill at least 250 enemies.

RANK 4

Easy: Pig • Normal: Elephant
Hard: Mammoth • Extreme: Whale
Necessary requirements: to use more than 130 rations.

RANK 5

Easy: Cat • Normal: Deer
Hard: Zebra • Extreme: Hippopotamus
Necessary requirements: to save more than 80 times.

RANK 6

Easy: Koala • Normal: Capibara
Hard: Sloth • Extreme: Giant Panda
Necessary requirements: to finish the game in more than 18 hours.

RANK 7

Easy: Chicken • Normal: Mouse
Hard: Rabbit • Extreme: Ostrich
Necessary requirements: to achieve two requirements from ranks 4, 5 and 6.

RANK 8

Easy: Puma • Normal: Leopard
Hard: Panther • Extreme: Jaguar

RANK 9

Easy: Komodo Dragon • Normal: Iguana
Hard: Alligator • Extreme: Crocodile

RANK 10

Easy: Mongoose • Normal: Hyena
Hard: Jackal • Extreme: Tasmanian Devil

RANK 11

Easy: Spider • Normal: Tarantula
Hard: Centipede • Extreme: Scorpion

RANK 12

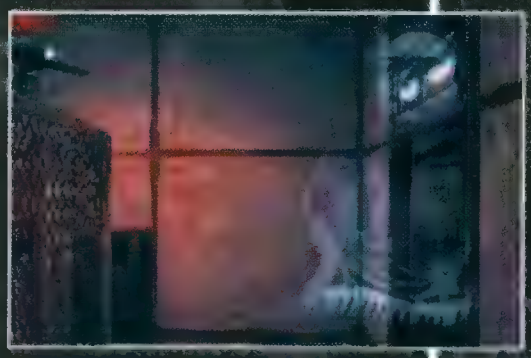
Easy: Flying squirrel • Normal: Bat
Hard: Flying fox • Extreme: Night Owl

the gallery of ghosts

YOU CAN USE THE CAMERA TO TAKE PHOTOS AT ANY POINT DURING THE GAME. YOUR SNAPS CAN BE SAVED, TAKING UP TWO SPACES IN YOUR MEMORY CARD. FOLLOWING THIS, YOU CAN ENTER THE SPECIAL MENU ON THE TITLE SCREEN TO VIEW THE PICTURES IN YOUR PHOTO ALBUM. YOU CAN THEN ALTER THE COLOUR OF EACH PHOTOGRAPH AND GIVE EACH ONE A NAME. THE CAMERA DOES HAVE MORE TO OFFER THAN SIMPLE HOLIDAY SNAPS. AT PRECISE LOCATIONS AND SOMETIMES UNDER SPECIFIC CONDITIONS, GHOSTS APPEAR ON YOUR PHOTOS. A GHOST REPRESENTS EVERYONE ON THE DEVELOPMENT TEAM OF METAL GEAR SOLID. THERE ARE, IN TOTAL, FORTY-ONE SPIRITS TO PHOTOGRAPH SOME OF WHICH ARE PARTICULARLY DIFFICULT TO FIND. YOU CAN ALSO EXORCISE THEM AND TAKE THEM OFF YOUR PHOTOS. THE FOLLOWING IS THE INFORMATION REQUIRED TO FIND THEM. THIS ALSO GIVES YOU THE NAME OF EACH GHOST. NOTE THAT THEY ARE NOT CLASSED IN CHRONOLOGICAL ORDER.

MAKIMURA

THE ARMOURY SOUTH: open the door numbered 4 in the Armoury South. Don't enter the room, but stand at the open door. Take a photo of the bottom right (right on the map) corner. Make sure to include the pipes, which go down into the ground, and the other two pipes, which come out of the wall and go to the left (left on the map) in your frame.



KUTOME

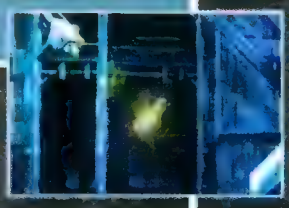
THE UNDERGROUND BASE 3: as soon as Revolver Ocelot has shot at the Pal key card, go down to find it in the radioactive water on the first floor. Then, return to the Underground Base 3, kill the guard, and before entering the Command Room, jam the two cameras with a Chaff grenade. Go inside and put your back to the middle computer. Take a photo of world map on the wall opposite you.

TANAKA

THE HELIPORT: eliminate the guard patrolling around the truck just to ensure he doesn't interrupt you. Then place yourself opposite the guard who is asleep, but outside the camera's field of vision, and photograph the guard. Note that you can take this photo by being on the left (left on the map) of the guard.

SHIGENO

THE HELIPORT: position yourself close to the container located at the bottom of the stairs, which leads up to the balcony. Take a photo of the camera which is on the left (left on the map) of the stairs.



YAMASHITA

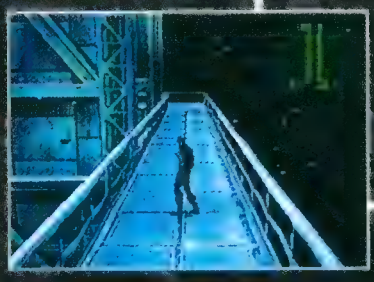
THE NUKE BUILDING 1: coming from the Canyon, just after you have crawled under the large iron door of the Nuke Building 1, get up and turn slightly to your left. Take a photo of the two nuclear missiles including within your frame the edge of the container on your left. Also include in your frame the boxes covered in a green canvas sheet.

M.KOBAYASHI

THE TANK HANGAR B1, CELL: when Meryl has left, go and open the door numbered 1. Enter the room and take a photo of Johnny Sasaki from any angle.

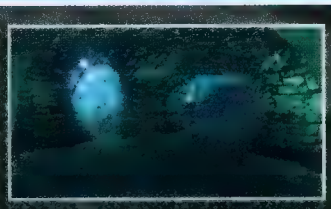
SCOTT DOLPH

THE WALKWAY: once you have killed the guards with your missiles, position yourself in the middle of the Walkway between the two towers. Turn to your left. Take a photo of the guard-rail opposite, directing your camera downwards. Make sure that a part of the building on your right is in your frame.



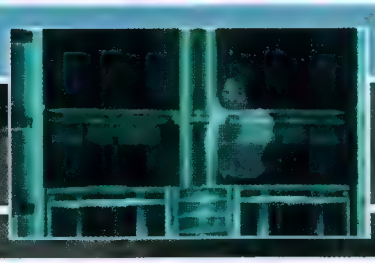
MURAOKA

THE DOCK: when Solid Snake gets out of the water, position yourself with your back to the two barrels close to the steps. Turn towards the bottom of the screen and take a photo of the tunnel that you came through.



ITO

THE TANK HANGAR B1: simply photograph the back of the lift to take a photo of this ghost.



YOSHIOKA

THE BLAST FURNACE: as soon as you arrive, kill the patrolling guard. Then go onto the catwalk which is on the left (left on the map) of the lift. Place yourself at the end of it with your back to the lift and take a photo of the wall opposite you. Note that this is the wall with the ledge enabling you to access the second part of this level.

ISHIYAMA

THE HELIPORT: It is a good idea to eliminate all the Genome guards so that you can take this photo in peace. Position yourself across from the lower side of the landing platform near the mountainside on the right. Take a photo of the roof over the right-hand spotlight which is next to the staircase.

the gallery of ghosts

MORI

THE CARGO ELEVATOR:

get off the platform elevator in the third area, which is frozen. Stand at its edge with the Warehouse to your back. Take a photo of the platform elevator including the control panels.

KINBARA

THE BLAST FURNACE:

Place yourself with your camera on the top step of the stairs leading down to the Blast Furnace. Take a photo of the steps leading down to the bottom.

KOREKADO

THE NUKE BUILDING B1:

go to the men's toilets on the left (left on the map) of the lift. Position yourself on the left (left on the map) of the guard urinating. Take a photo of the steam rising from the urinal.

SASAKI

THE COMMANDER ROOM:

place yourself opposite the desk and take a photo of the chair and the five paintings on the wall.

SONOYAMA

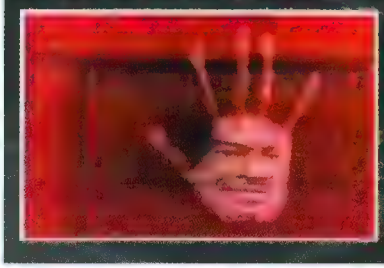
THE MEDI ROOM:

get your equipment first, then place yourself behind the torture device. Take a photo of the back of the machine.

TOUGO

THE BLAST FURNACE:

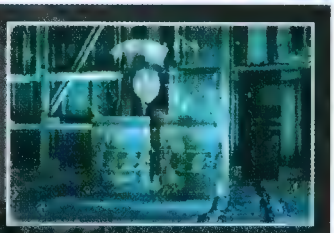
go into the area where there are jets of steam in the second part of this level. Go to the left (left on the map), as far as the pipes under which you would crawl to get the Body armour and other items on the other side. Once you are at this exact spot, turn to the right (right on the map) towards the two boxes of Nikita missiles and take a photo.



MIZUTANI

THE SUPPLY ROUTE:

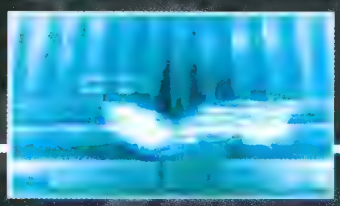
as soon as the Metal Gear starts up and once you can move, throw a Chaff grenade and go down to the barrels on the left (left on the map) of the room. Position yourself on the same level as those in the middle and turn towards the bottom. Take a photo of the two barrels on the left (left on the map) which are at the very bottom.



TOYOTA

THE WAREHOUSE:

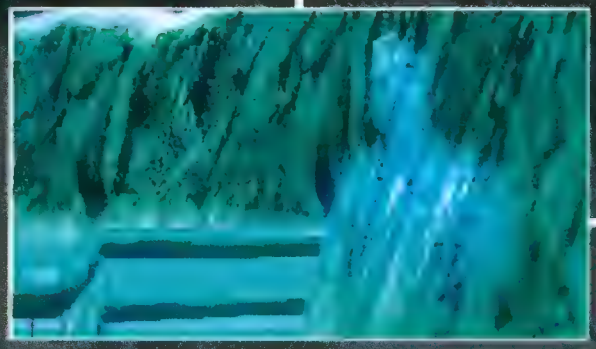
after killing Vulcan Raven, take a photo of the middle container in the Warehouse. Note that to photograph this ghost you can take a photo of any side of the container.



KOZYOU

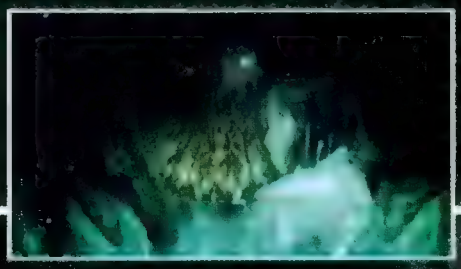
THE CANYON:

go to the water cistern located at the top of the canyon and to the right (right on the map). Then position yourself between the right edge of the mountain and the water cistern. Take a photo of the water cistern, with the two pipes and the small metal block within your frame.



SHIMIZU

THE CAVE: crawl under the first tunnel, which brings you to the area with the wolf dogs. Then position yourself opposite this very tunnel, a few meters away from it. Then take a picture of the tunnel you have just crawled under.



OKAJIMA

THE MEDI ROOM: after collecting your equipment from the torture chamber go back to your cell. Position yourself opposite Donald Anderson, slightly to the left. Take a photo of his corpse including part of the wall to the right of the body in your viewfinder.

MUKAIDE

THE CAVE: kill all the wolf dogs so that you can take this photograph in peace. Then, position yourself on the large puddle of water located at the intersection of the three paths. Turn to the right (right on the map) and take a photo of the puddle at your feet.

NISHIMURA

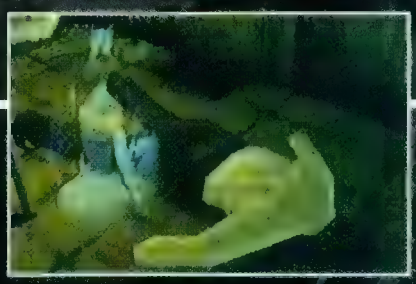
THE ARMOURY SOUTH: following the death of Kenneth Baker, place yourself opposite his body and stand next to the top pillar on the right. Point the camera at the corpse, including the door on the right in your viewfinder.

ONODA

THE ARMOURY SOUTH: at the start of your fight with Revolver Ocelot, place yourself opposite Kenneth Baker. Take a photo of the ArmsTech Inc. President, making sure that Revolver Ocelot isn't in the frame.

KITAO

THE TANK HANGAR B1, CELL: once Donald Anderson, aka Decoy Octopus, is dead, take a photo of the body from any angle.



YOSHIMURA

THE VENTILATION SHAFT, ENTRANCE B: coming from the Heliport through ventilation shaft entrance B, go up to the grid through which you can enter the Tank Hanger. Turn towards the ration at the end of the vent shaft and take a photo.

HIRANO

THE CARGO ELEVATOR: go onto the far end of the platform elevator in the first area and position yourself with your back to the wall. Take a photo of the shaft into which the platform elevator descends.

KOJIMA

THE LAB: position yourself in front of the control panels at the top right (right on the map) hand side of the room. Take a photo of the second Policenauts photo (with robots on it) in front of you. This is the ghost of Hideo Kojima, the creator of the Metal Gear series.

the gallery of ghosts

MATSUHANA

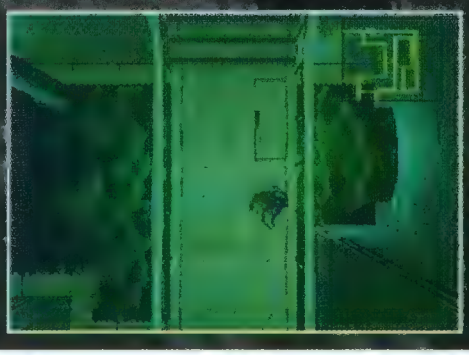
THE NUKE BUILDING B2: before fighting the ninja, you find yourself in a corridor full of dead guards. A cut scene shows the ninja finishing off his last victim. Right after that scene, take a photo of the dying guard.

UEHARA

THE NUKE BUILDING: in the lift, on any level, take a photo of the back of the lift.

NEGISHI

THE WAREHOUSE NORTH: after avoiding the two traps and having taken the ration, go to the middle of the catwalk. The gun cameras can't reach you at this spot. Turn towards the torrent of water on the left (left on the map) and lower your camera slightly, fitting both the torrent of water and the guard-rail in to your frame.

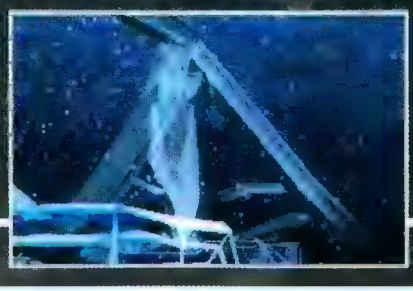


KANEDA

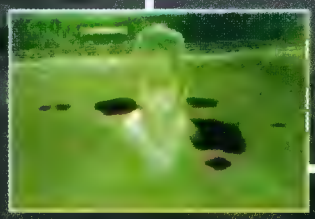
THE NUKE BUILDING B1: after your confrontation with the ninja, go and find Meryl who is in the main room in level B1. Follow her into the ladies' toilets. Don't go down to the other end of the room straight away, but position yourself close to the left (left on the map) wall for the moment. Turn to your right, facing the three mirrors on the wall. Take a photograph of your reflection in any one of the three mirrors.

SATO

THE ROOF/COMM. TOWER A: Once Liquid Snake has destroyed your only path to the second tower, go to the top and right (right on the map) of Communication Tower A. Stand at the point from which you rappel and take a photo of the destroyed guard-rail, which is hanging towards the bottom. Make sure that you have the satellite dish, which is hanging below the guard-rail inside your frame.



NAKAMURA



THE UNDERGROUND PASSAGE: after your confrontation with Sniper Wolf, place yourself against the left (left on the map) or the right (right on the map) wall, opposite Meryl's pool of blood. Take a photo of her blood.

SHINKAWA

THE UNDERGROUND PASSAGE: at the end of the passage, climb the stairs which lead up to the catwalk. Once on the catwalk, position yourself beside the first of the three pillars. Turn to your left and take a photo of the middle pillar on the catwalk.

FUKUSHIMA

THE HELIPORT: firstly, go beside the container located near the lift you took from the Dock. Position yourself between the lift and the container. Go down to the edge of the cliff and look straight out to sea with the Heliport right behind you. Take a photo of the sea and the sky right in front of you.

SHIKAMA

THE NUKE BUILDING B2: position yourself exactly on the spot from where you fired the missile, just in front of the electrified floor, and take a photo of the corridor.

KIMURA

THE UNDERGROUND BASE 3: to take this photograph in peace, eliminate the guard patrolling this floor. Then, position yourself in front of the stairs which lead up to the Command Room. Turn slightly to your right and take a photo of the claw on the left (left on the map) arm of the Metal Gear fitting a part of the left arm in your frame. You can change the angle from which you take this shot. To do this, go opposite the Rex and after turning to your left, take a photo of the tip of the claw.

TAKABE

THE LAB: go to the large computers which are surrounded by a partition with windows and position yourself exactly where the food ration was located during your fight with the ninja. Through the windows, take a picture of the lower middle section.

Y. KOBAYASHI

THE CANYON: following your battle against the tank, go to the two rocks at the bottom of the Canyon, on the left (left on the map). Position yourself with your back against the higher rock, facing opposite the lower rock. Take a photo of the middle of the lower rock.

credits

FOR MORE INFORMATION, PLEASE VISIT THE ONLY OFFICIAL EUROPEAN METAL GEAR SOLID WEBSITE:

UK: www.metalgear.co.uk
Germany: www.metalgear.de
Italy: www.metalgear.it

THE OFFICIAL METAL GEAR SOLID STRATEGY GUIDE IS A CO-PRODUCTION OF CYBER PRESS PUBLISHING S.A. AND PIGGYBACK INTERACTIVE LIMITED.

Project director – Konami of Europe: Hans-Joachim Amann

Publication director – CYBER PRESS PUBLISHING: Marc Andersen
Editorial directors – CYBERPRESS PUBLISHING: Jean-Marc Demoly, Claude Lucas
Editorial directors – piggyback interactive: Louie Beatty, Vincent Pargney
Editor – CYBER PRESS PUBLISHING: Stéphane Rakotondrainibe
Editor – piggyback interactive: Liam Beatty
Editorial back-up – CYBER PRESS PUBLISHING: Oliver Prézeau, Ho Utsumiya
Creative director – CYBER PRESS PUBLISHING: Dominique Desseigne
Production manager – CYBER PRESS PUBLISHING: Isabelle Derveaux
Senior reviewer – CYBER PRESS PUBLISHING: François Gabert
Reviewers – CYBER PRESS PUBLISHING: Richard El Mestiri, Agnès Sempéré, Catherine Montagnon, Jane Perrone
Reviewer – Kudos: Sue Ireland

GERMAN VERSION
Editor: Eva Hoogh
Translators: Hans Hohmann, Manfred Kleimann, Klaus Segel
Layout – KMF: Jan Solterbek, Guido Neumann
Coordination – KMF: Katharina Lohse

ITALIAN VERSION
Italian localisation by Project Synthesis Srl - MILANO
Editor (Guru): Max Reynaud
Head Localisation Manager: Emanuele "Shin" Scichilone
Translator: Davide Solbiati
Layout: Luca Taroni
Reviewers: Ambra Ravaglia, Silvia Fiorelli
Special thanks to Stefano Stalla – Halifax S.p.A.

Printed by REG (Lagny s/ Marne - France)

Thanks to the Konami team for their excellent support, particularly to:
Konami of Europe: Kunio Neo, Axel Herr, Isao Ishihara, Christopher Heck
Konami of Europe – Paris Branch: Rory Donelly, Olivier Perron, Stéphanie Petit
Konami of Europe – London Branch: Pete Stone, Dave Cox, Masanori Otani, Eddie Deighton (Department.X Limited)
Konami Computer Entertainment Japan Co., Ltd.: Hideo Kojima, Scott Dolph (sorry again for your e-mail server), Yoshikazu Matsuhana (expert in ghosts)

CYBER PRESS PUBLISHING S.A.
Capital Social: 9 700 000 F
6, boulevard du Général Leclerc
92115 Clichy Cedex
Président-directeur général: Marc Andersen
Financial director: Xavier de Portal
www.cyberpress-publishing.com

piggyback interactive limited
5 westmont court
monmouth road
london w2 4uu
england
info@piggybackinteractive.com

© 1999 KONAMI of Europe GmbH. The Official Metal Gear Solid Strategy Guide is a licensed product of Konami of Europe GmbH. All rights reserved. Reproduction or transmission, in whole or in part - on any support including on-line and off-line electronic media - is prohibited without the prior written permission of KONAMI of Europe, CyberPress Publishing and piggyback interactive.

Metal Gear Solid is an original game developed by Konami Computer Entertainment Japan. Konami Co., Ltd. reserves all copyrights, trademarks and other industrial property rights with respect to this game.
© 1998/1999 Konami Co., Ltd. All Rights Reserved.
PlayStation is a registered trademark of Sony Computer Entertainment Inc.

Special thanks to Anskje and the team of the Bistro d'Asti !

1908 57-3105 60

THE OFFICIAL STRATEGY GUIDE

KONAMI

TACTICAL ESPIONAGE ACTION

METAL GEAR® SOLID

A 148 PAGE FULL-COLOUR GUIDE FOR BEGINNERS AND EXPERIENCED GAMERS

- Over 70 detailed 3D maps of all levels
- High quality screenshots to illustrate playing tactics
- Precise location of all weapons, traps and surveillance cameras
- The best strategies against enemies and level bosses revealed
- VR Training mode explained in detail

- All tips, secrets and ghosts' locations revealed
- The "Metal Gear" trilogy explained
- Background story to all your allies and opponents

Metal Gear Solid © 1999 Konami Co., Ltd. All Rights Reserved.

ISBN 2-913364-07-1

9 782913 364073

R. R. P. : £ 9.99